

NINTENDO POWER

May/June 1989

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"TMNT"
Huge
10-Page
Feature

Ninja Gaiden
Part II-Review

Plus! Plus!
Bayou Billy &
Coira Triangle

More Hot Previews



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Nintendo

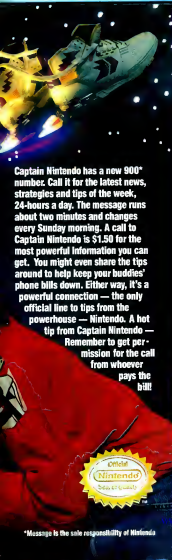
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Captain Nintendo has a new 900* number. Call it for the latest news, strategies and tips of the week, 24-hours a day. The message runs about two minutes and changes every Sunday morning. A call to Captain Nintendo is \$1.50 for the most powerful information you can get. You might even share the tips around to help keep your buddies' phone bills down. Either way, it's a powerful connection — the only official line to tips from the powerhouse — Nintendo. A hot tip from Captain Nintendo — Remember to get permission for the call from whoever pays the bill!



Welcome!

This issue kicks off with a ten-page feature on the hottest hardbacks ever to shell out trouble for street-tough bad guys — Teenage Mutant Ninja Turtles. They're smart. They're skilled. They're skyrocketing to the top of the video game charts. Find out why right here in the one-and-only *Nintendo Power* magazine.

Then the adventures of a brave and lonely Ninja out to avenge the murder of his father continue in Part II of our *Ninja Gaiden* review. If you thought the first part of the story was packed with action, wait until you see what this guy is up against this time around. Check out the special Life Force maps that help guide you through the galaxy! Next, our *Bayou Billy* story lures you into the dark and dangerous world of the Bayou while our *Cobra Triangle* launches you into the challenging waters of high speed boat racing. Both of these hits are sure-fire winners if you like to get your adrenalin pumping and your NES controller flying.

The eagerly-awaited results of the Nester Awards are tabulated and in. Find out how the votes tallied up in our eight hot categories. *Nintendo Power* fans are behind our new preview section 100%, and this one is better than ever. This time, we'll give you a look at *Dragon Warrior*, *Mega Man II* (check out the poster), *Fester's Quest*, *Clash at Demonhead* and *Faxanadu*. Be prepared. These previews are so good, you'll see yourself at the controls and powering into the stratosphere for big wins.

If you're stuck for a better idea than "soap on a rope" for Father's Day, check out Nester's special gift review. Professor Nester has compiled the statistics on what dads want vs. what dads get. It's an eye opener! In this issue, find out who's in the winner's circle — the circle of 100 *Nintendo Power* critics, that is. And don't miss the two-page story written by our fiction story winner. It's about two friends "linking" up to chow down on some peanut butter sandwiches. Speaking of winners, be sure to enter our Player's Poll Contest. You could win a *Wrestlemania* Game Pak autographed by Hulk Hogan, André the Giant or Randy Macho Man Savage.

So get ready for another blockbuster issue of *Nintendo Power*. From the turtles on the cover to the wizard on the back, it's packed with all the power you need!

www.nintendo.com

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FEATURES

TEENAGE MUTANT NINJA TURTLES 8.

At long last! Now... anybody got a pizza cutter?

NESTER AWARDS 18.

Put on your tux. The votes are in. May I have the envelope please?

BAYOU BILLY 22.

Can you give Billy a little "gator aide?"

COBRA TRIANGLE 28.

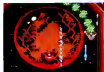
Put on your life jacket and hold on to something dry!

LIFE FORCE 32.

Happening maps of the later stages!

NINJA GAIDEN 60.

Part Two of our review of Ryu's journey.



PREVIEWS

MEGA MAN II **HOT!** 41.

Dr. Wily reveals his plot to conquer the world.

FAXANADU 45.

Dry times ahead for the Elf Kingdom

UNCLE FESTER'S QUEST 48.

Alien invaders leave Fester in the "Lurch."

CLASH AT DEMONHEAD 50.

A secret agent mission with some interesting twists.

DRAGON WARRIOR 52.

Nintendo's own long-awaited role-playing adventure.



1989 MAY-JUN



HOWARD & NESTER	54.
COUNSELORS' CORNER	56.
FRIENDS	68.
NINTENDO POWER CRITICS	73.
<i>Situation: Critic-of. Announcing our Circle of 100!</i>	
FATHER'S DAY SPECIAL	74.
<i>Professor Nester's picks for papa.</i>	
CLASSIFIED INFORMATION	76.

VIDEO SHORTS

82

Super Dodge Ball • Bugs Bunny's Crazy Castle •
Fist of the North Star • Kung Fu Heroes • Street
Cop • Athletic World • Amagon • Monster Party
• Adventure of Lolo • Hydlide



PAK WATCH

100

The future's so bright, we're wearing shades.

PLAYERS' FORUM

MAIL BOX	6.
TOP 30	70.
NES JOURNAL	92.
VIDEO SPOTLIGHT	96.
NES ACHIEVERS	98.

PLAYER'S POLL/CONTEST	88.
NEXT ISSUE/FROM THE EDITOR	105.
BACK ISSUES	106.

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MAIL BOX



from Players

NES GOURMETS

Four of us got together and made a magazine called Nintendo News for a school project. We thought NES fans would enjoy the following recipe that we included.

MIKE TYSON'S PUNCH

2 Cups strawberry Kool-Aid
2 Cups raspberry Kool-Aid
2 Cups ginger ale
1 Box frozen strawberries

Makes 12 4-oz. servings

Mix both flavors of Kool-Aid and the ginger ale. Add the strawberries. Chill for at least 30 minutes before serving.

Vince Anderson, Jeff Beer,
Adem Davidson & Jim Deutsch
Freeport, IL

Delicious, guys! Remember to have an adult supervise in the kitchen if you've never tried your hand at putting a recipe together before. Cheers!

GET DOWN TO THE SOUND

I made a rap for you. I hope you and all the NES fans will like it! It's the Legend of Zelda and it's really bad, the creatures in the game are really rad.

Darknuts move very fast, but if you are quick they will not last.

Polls Voice jump super high, but if you watch your speed you will not die.

Wizrobes move fast I agree, but if you get touched you lose a heart of energy.

I'd like to thank Nintendo for all the fun,

but I'm sorry to say my rap is done!

Andrew Martin
Greensboro, NC



Totally def rap, Andrew.

SMB FAN

The graphics in Super Mario Bros. 2 are some of the best ever by Nintendo. Sometimes the enemies in the game even help you get through tough spots like World 4-6. But the ending is the best thing about this game! Will you ever release Super Mario Bros. 3?

www.retromags.com

Aleric Irizarry
Brooklyn, NY

We're glad you enjoyed Super Mario Bros. 2. We are, in fact, producing Super Mario Bros. 3 for Nintendo's Play-Choice 10 system late this summer. At this time, there are no immediate plans to release it for use with the NES. But keep your eye on Nintendo Power for updates...

METAL GEAR COMEDIAN

Metal Gear is the best! It has realistic graphics and is very challenging. Every time I play it, I look forward to new levels, weapons and equipment, such as a bomb blast suit and a remote control missile. To fake an enemy out, a good tip would be to use an enemy uniform! But the most interesting thing in the game to me is a cardboard box that you can hide in. While hiding, watch for an enemy to pass by. Then POW! he's gone. If you like action, I suggest you get Metal Gear.

Andrew Finnigan
Tacoma, WA

P.S. I have a riddle: What do an expert golfer and Double Dragon have in common? They both have Lopars (Low Pars)!

Thanks for your comments about Metal Gear and the joke, Andrew!



COMPLIMENTS GALORE

I am a regular caller to your Game Counselors, and I am incredibly impressed with the way they treat callers. In over a year of seeking their assistance, I have always found them to be friendly, knowledgeable, professional, kind and very patient, no matter how simple a question may seem. Considering the stress involved in such a job, I cannot command you enough for assembling such a sterling staff of people to deal with your public on the front lines. As for Nintendo Power, I'd like to offer congratulations on an outstanding magazine! It's an excellent publication, well illustrated and written. The game reviews are especially helpful, as they are very well thought out. Thank you and I wish Nintendo continued success and good fortune in the future!

Catherine Cioffi
Naperville, IL

Thank you, for the kind words, Catherine! We're glad that you are enjoying NES products and that the Game Play Counselors are such a valuable asset to you. If any of you are having trouble with game play, our Game Counselors would be happy to help you. Just call 1-206-885-7529 (but remember to keep your eye on the meter, especially if you're not paying the bill!)

FANTASTIC NES ARTIST

If I'm a beginning cartoonist and commercial artist who loves Nintendo games, I've even started my own series of comic books, of which Nintendo has been a valuable source of inspiration. To show my gratitude, I've drawn some Legend of Zelda characters. Thanks again!

Matt Bozon
New Brighton, MN

Very impressive work, Matt! We have noticed that many of our fans are artistically inclined, and want to thank all of you for sharing your work with us.



SEQUEL MADNESS

I have just purchased the most thrilling game ever—Zelda II: The Adventures of Link. The game is filled with very impressive graphics, music and strategy. I would recommend Zelda II to everyone who loves the game.

Andrew Adams III
Walled Lake, MI

Thank you, Andrew. Zelda II: The Adventures of Link has proved to be a true hit thanks to fans like you.

ANY CALENDARS LEFT?

Some of my friends subscribed to Nintendo Power before the September/October issues came out, and they got a calendar. Since I subscribed last December, I didn't get a calendar, and I was wondering if I could buy one now.

Wesley Bryden
Redmond, WA

Sorry, Wesley. The Nintendo Insider's Calendars were offered only to those who were early subscribers to Nintendo Power. But watch for your subscription renewal notice—there may be other special offerings for Nintendo Power fans!

PLEASE SEND US YOUR LETTERS!

If you have a question, or comment, write:
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TEENAGE MUTANT NINJA

TURTLES

DONATELLO

Don is the strongest turtle, but he is also very slow.



MICHAELANGELO

Mike's Nunchuku works well against the smaller enemies.



AREA 1

RESCUE APRIL

Ever since they were first mentioned in *Teenage Mutant Ninja Turtles* a few months ago, the Teenage Mutant Ninja Turtles have been a hot topic of conversation among NES players. We previewed the game in our last issue, and now we'll give you an in-depth look at the first three stages of *Teenage Mutant Ninja Turtles-NES* style.

RAPHAEL

His Sai is the quickest weapon, but does not have a long range.



LEONARDO

Leo's Katana gives you a balance of offensive power and good mobility.



AREA 2

SAVE THE DAM

AREA 3

The Turtles return to find their apartment ransacked and Master Splinter kidnapped by the Foot Clan. No rest for the weary, as the Turtles spring into action.

MASTER SPLINTER



www.retrogames.com



By utilizing the latest in scientific weaponry, Shredder has the evil Foot Clan on the verge of total world domination.

THE FOOT CLAN

Giant Frog

Watch out for his tongue!



Fire Freak

Avoid the fire to apts.



Robo

This robot is tough on Turtles.



Chameleon

His chameleon is deadly.



The Meka Turtle (disguised)

He looks like the other Turtles.



Foot Soldier

A fighting machine.



The evil leader of the Foot Clan holds the secret to returning Splinter to human form.



Meka Turtle

The real Meka Turtle is even stronger!



SHREDDER



Area 1

The Foot Clan has kidnapped the lovely April, and they're holding her in one of the buildings surrounding the canals. This Area is fairly easy to get through, and will give you a chance to test the Four Turtles' abilities as they battle to rescue April.



Early in Area 1 you will run into Rocksteady. Try to get behind him and then use Donatello's Bo Stick.



Jump to avoid him or he'll charge right over you.



Watch out for Bibbop's machine gun and use either Leo or Don because they have better range.



SAVE APRIL!



Area 2

In Area 2, the Turtles must find and disarm eight bombs that have been placed in the water under the dam by Shredder. Time is short and there are plenty of underwater obstacles, so you'll have to hurry.



START ➔



Avoid the strong currents between the rocks.



This seaweed stings. Watch out for the traps behind.



You only have 2 minutes and 20 seconds to disarm all eight bombs and there are lots of ways to take damage, so teamwork is a must.

OK!

Area 3

The Turtles return home to find that Master Splinter has been kidnapped. To find him, the Turtles will have to equip their Party Wagon with missiles and blow up the barricades that divide the city.

This is the Party Wagon



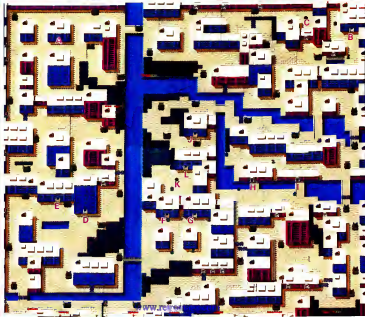
Shoot it out with the Roller Cars



Blow the barricades

All this and great gas mileage too!

A Bird's-Eye View of Area 3

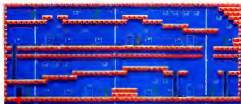


www.reign.com



ENTRANCE A

This building is a good place to power up your Turtles with pizza. Also, on the top floor you will find missiles for the Party Wagon.



Go in and out of the building, getting pizza each time, until all four Turtles are at full strength.



MISSILES

To reach the highest left corner in Entrance A, locate yourself just right of the door at the level below and press A to jump up. Only at this spot can you make the jump to the top. With practice you will not only get the missile but go on to capture a Whole Pizza.



Place your Turtle below the opening at this spot to jump.



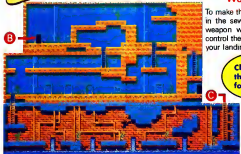
At this point, push Up and Left with the controller.

With lot of practice, your Turtle will land on his feet.



ENTRANCE B ↔ C

The Turtles must fight their way through the underground sewers beneath this building to capture the Scroll Weapon.



To make the difficult jumps in the sewers, swing your weapon while jumping to control the Turtle and make your landing easier.



Check out the fancy footwork!



JUMP!

If you fall into the sewage (yeack), the strong currents will carry you back outside the building.





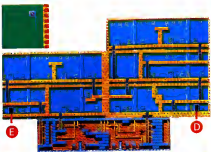
ENTRANCE D → E

This building holds the most powerful weapon that a Turtle can use: The Scroll.

The Scroll weapon shoots a beam of energy across the screen that will defeat most of the enemies you encounter very easily. You can carry up to 99 Scrolls, so be sure to stock up.



Use the Scroll for maximum results.



ENTRANCE F → G

Your captured comrades can be regained in this building, and there is a half pizza on the second floor.



Hurry up, guys.

If one of your Turtles has been captured, you'll find him tied up in this building. He will return with full energy, but you can only rescue one Turtle.



PIZZA

This is an excellent place to power up all four of your Turtles with pizza.



F

www.retromags.com



ENTRANCE H ← → I

You will need to use the rope to get from rooftop to rooftop in this section.

Find the rope in any one of several buildings in Area 3.



Use a rope on top of this building to get another Scroll.



ENTRANCE J ← → K

The Turtles must now journey deep into the sewers that run beneath the city in their search to find Master Splinter.



It is a good idea to power up all four Turtles and have over 40 scrolls before braving the sewers.

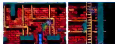


Save energy by avoiding enemies instead of fighting everyone.



A series of jumps

The Turtles must jump from platform to platform, with enemies appearing just as they jump. One mistake, and the slimy current sewage will carry you back outside the building.



Use the Scroll in mid-air.

This whole pizza really helps.



ENTRANCE L

This is where you'll find Splinter, but finding him and rescuing him are two very different things indeed.

There's no turning back now!

Again, it makes sense to avoid the enemies and only fight when you have to. When you get to the roof move very carefully, as a fall from the rope will take you all the way back to Entrance J.



One false step and it's Turtle on the half shell!



Master!
We found you!

Now the Turtles must defeat the dreaded Meka Turtle.

Meka Turtle is disguised to look just like you and Scrolls are useless against him, so you'll have to attack with regular weapons.



Use Don and Leo if you can.

If you succeed in wounding Meka Turtle, he will discard his disguise and start taking this fight seriously!



Will the real Meka Turtle please come forward?



www.retro5.com
Use the Scroll now!

Rescue Splinter

You have rescued Splinter, but this battle is far from over.



THE BATTLE CONTINUES

Even though you've finished the first three Areas, Shredder and his evil Foot Clan aren't beaten yet! Here's a quick look at what still awaits you.

Attack on the Airbase.

The Turtles must make their way through the tunnels under the Air Field in Area 4.



Watch out for the Fighter planes that drop bombs from above and work your way to Tunnel 18.



Technodrome awaits!

The Turtles will have to defeat the Technodrome in Area 5.



Avoid the enemy searchlight.

It's Shredder time!

The Turtles will eventually find Shredder and begin the final battle.



Will the Turtles work together and defeat the moniacal Shredder, or will the criminal genius triumph once again?

SURROUNDED!!!



LADIES AND GENTLEMEN,
WELCOME TO THE
FIRST ANNUAL

NINTENDO POWER AWARDS '88

NESTER AWARDS

Welcome to the first annual Nintendo Power Awards or "Nesters" as we proudly call them. The purpose of the Nesters is to recognize special achievements in excellence in Nintendo Entertainment System games. Your votes are in, the ballots have been tabulated, and the results have been safely stored in our titanium vault until this very moment. And now, without further ado, we proudly present the winners of the first annual Nesters!

Best Graphics & Sound



The Best Graphics and Sound Award goes to Simon's Quest. Its use of detailed foreboding backgrounds such as the mansions and grave yards, and eerie music combine to create a sense of mystery during the day and the haunting suspense and danger of the night.



Best Challenge

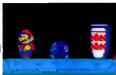
THE LEGEND OF
ZELDA



The standout winner for Best Challenge is *The Legend of Zelda*, famous for its Lost Woods, labyrinth monsters, and the diabolical Ganon. After the problem solving mysteries and rigorous hazards, players are presented with even more challenges in the *Second Quest*.



The landslide winner is *Super Mario Bros. 2* with its many imaginative worlds of exotic creatures such as living bombs and bizarre birds. The story of the simple plumber saving the world of dreams has found a home in the hearts of players young and old alike.



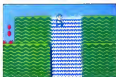
Best Theme, Fun

SUPER MARIO BROS. 2



Best Play Control

SUPER MARIO BROS. 2



Once again the winner is *Super Mario Bros. 2*. Game play control is so responsive, that you almost feel you are the one jumping from cloud to cloud. Whether jumping, lifting, or throwing, *SMB. 2* offers great variety in game play control with the four very different heroes.



Best Character

ZELDA 2
THE ADVENTURE OF
LINK



The runaway victor is Link, his friendly boyish charm, endurance, and great courage create a legendary quality that makes a lasting impact on us. Sharing so many adventures, our growing empathy for him gives us our "link" to his larger-than-life quests to save the Princess Zelda.



Taking honors once again is SMB2. Without giving away anything, we can say that the great graphics, character tallying feature, and surprise ending combine to make a satisfying well-earned finale for the efforts of an industrious Power Player. A real hero's reward!

Best Ending



Best Player V.s. Player

**BLADES
OF
STEEL**



The accolades go to Blades of Steel. The intense action of an exciting ice hockey game, really pumps the adrenalin and maintains a player's involvement. Facing off, checking, and slap shots all serve to help a player perfect his skills of speed, dexterity, and strategy.

www.retrogaming.com

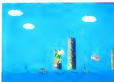


Overall

The prestigious Best Overall Video Game Award is presented to that video game which has distinguished itself by achieving high degrees of excellence in all areas and established itself as an industry standard of quality and merit.

ZELDA II THE ADVENTURE OF LINK™

This year's award for Best Overall Video Game goes to *Zelda II: The Adventure of Link*. In just a short time, it has captured the hearts and imaginations of Power Players everywhere. Rich in story, theme, art, sound, game play, and composition, this epic quest has become a video game legend.



It should be noted that the voting was very close in many categories and all of the nominees should feel very proud. Their efforts are recognized and appreciated by Power Players throughout the land.

Well, gang, that about wraps up our ceremony for this year. It's certainly been exciting tallying the votes and determining the winners. Congratulations to all! And congratulations to everyone who participated by sending in their vote. We'll look forward to hearing from you again this time next year when we will present the Second Nintendo Power Video Game Awards.

www.nintendopower.com



THE ADVENTURES OF BAYOU BILLY

Gordon's carried Anabelle back to his Estate! Now Billy's out to get her back. Hang on to your hat, it's gonna be a rough ride!

TM of Square, Inc.

STAGE 1

Keep a move on! This here's gator country



Items appear on this screen



FOOD

Good grub for more energy!

KNIFE

It cleaves through enemies your long arm

www.retromags.com

VEST

Good on enemies

either up close or far



BULLETPROOF VEST!

Against a gun, it's stayer's alive

MAP

You've got the

map's return

shots count

shots count

shots count

shots count

shots count

Billy
is taking Annabelle away.



A few tough scrapes ago Billy might have grabbed any weapon he could, but now he's come to trust his hands and feet. Gordon's men can't be that good if they need all that hardware. Besides, if you watch, these guys just keep using the same old m...

KICK



The A Button makes Billy kick low. Use the Up Arrow and the A Button to use a jump kick on enemies who are real trouble.

PUNCH



Without an item, Billy uses the B Button to swing one bare knuckled fist!



GUN KNIFE

Push the B Button and you'll cock the whip or swing the stick. Gives a bad guy something to think about!

WHIP STICK

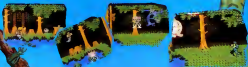


With gators in the water, eagles in the sky, and Gordon's men all around, a fella could get to thinking he ain't wanted around here! Still, there's gotta be a way to get through. If you see still water and it starts bubblin', you ain't found no hot tub, you're about to find a gator! Keep moving, your hide ain't nothing but a meal to him! Gordon's men have an advantage being armed with rocks and knives, but if it's not a big enough edge to stop Billy. A man big enough to fight a gator is big enough to stop these guys. One good swift kick

and you'll knock the item right out of the goons' hands. Pick them up, now it's your turn to show them how to use them. No bridge over these troubled waters! Keep your eyeballs peeled for frogmen hiding just beneath the surface of still ponds. The Bulletproof Vest and the Gun are the strongest items, but don't forget the whip. A Vest will help against one big, mean duke Gordon left waiting for you, but he'll throw you like a rag doll if you don't watch what you're doing.

Shooting

Travelling into Stage 2, Billy's walked right into some of Gordon's goons just itchin' to bushwack him. Too many of them to use the whip, so you'll need your gun. They're quicker than a rabbit on the run, but they stop to fire at you. Hit them when they stop or when they're still in the trees.



One noisy metal buzzard! To move on you'll have to knock out this angry whirlybird as soon as it arrives.

STAGE 2



Keep track of your ammo. Try to hit the stars when you have a large number of enemies on the screen for the best effect.

Watch for the men hiding in the bushes. They ain't hunting ducks.



FIRST AID KIT

Revives you that you've been better



ERASH STAR

Flatters all the enemies that are on the screen.

Items appear on this screen

BULLETS

Give you an extra 50 rounds of ammunition.

www.retromag.fr/en



HOOR GLASS

Shows you how many seconds you will have an unlimited ammo supply

BULLETPROOF VEST

Helps to keep you safe when enemies are firing at you



1-UP ITEM

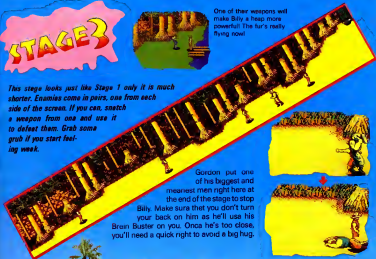
Gives you extra life

STAGE 3



One of their weapons will make Billy a heap more powerful! The fur's really flying now!

This stage looks just like Stage 1 only it is much shorter. Enemies come in pairs, one from each side of the screen. If you can, snatch a weapon from one and use it to defeat them. Grab some grub if you start feeling weak.



Gordon put one of his biggest and meanest men right here at the end of the stage to stop Billy. Make sure that you don't turn your back on him as he'll use his Brain Buster on you. Once he's too close, you'll need a quick right to avoid a big hug.



STAGE 4.5

Squealing wheels and danger in Stage 4! You're getting closer but Gordon awaits, better hit the gas!

Nice thing about a 4x4, it doesn't matter if you're in the city or the country, you'll be truckin' through both. Hang on!

These bledd buzzards are called Hellfighters. Use your dynamite to drive them off or put them down.

If you can't knock it out don't run into it or you'll be sorry



LIFIGHTER!



OIL SLICK

Sweave around these hazards or they'll put you in the ditch.

ENEMY JEEP



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DRUMS PICK

Pick Drums up to gain time and life.

BOURBON ST

You've made it into New Orleans and things are very hot in the city. This can be one of the toughest parts to get through as most of your enemies are better armed than you. Remember what your

Daddy said and you can take out Gordon's men like taking out the trash.

1. Take and learn to use the whip. It is a very powerful item.
2. Remember where the enemies appear in each screen to jump them.
3. Don't let any enemies get too close.



This is a scene you don't want to see, it's the Game Over screen. Better luck next time.

Keep a whip whenever you can. It's the weapon that Billy uses best. Lure your enemies in just close enough to get their weapons away from them and then use them. Bulletproof Vests are very common near the end of game. To defeat these enemies, you'll need to peel them out of their shells first!



Right about now Billy's starting to wonder just how many men Gordon has. Must not have been enough as you're almost to Gordon's Estate. Don't let yourself get too confident, there are still some powerful enemies ahead. Do you remember your tips?

SPINGE 7



www.retromags.com

Beware of enemies that are hiding in the windows and under the manhole covers. Watch for a man on a motorcycle, he has an item you want.



The gateway to Gordon's Estate!



Once again you'll need to take items away from some of Gordon's men, and almost every one is armed to the teeth. Use your Jump Kicks to disarm them, then let 'em have it!



STAGE 6

The enemies with the swinging chairs will flash red before they swing them at you. Few enemies near the end of the game are without weapons so expect to be hit from far away.



STAGE 8

Once inside the Estate you will have to face the trainer and his guard dogs. You'll have to work your way through the dogs to the trainer.



STAGE 9

Inside the Estate waits Gordon with a mysterious guard nearby. It will be the end of a long hard road, and if you're not ready, it will be a quick end. Annebelle is still counting on you. So wipe the sweat off your brow, end roll your sleeves up because this one's not over yet!



COBRA Triangle™

More than a race, more than an obstacle course, and more than a fight to defeat gigantic sea monsters, Cobra Triangle is all of this in one exciting action game! Shore batteries surround you. Whirlpools try to sink you. Only

your pilot skills can save you! Give it your best shot in this wave-jumping, water-spraying boat chase that will keep you entertained for hours on end. Check it out!

POWER-UP

●TURBO



Gives you better cutting ability in those power turns.

●FIRE



Rapid fire ability to make this baby a mechanical barracuda.

●SPEED



A few extra horsies under the hood to get you out of a pinch.

●MISSILE



When push comes to shove, this weapon can't be beat.

●FORCE



A few seconds of invincibility to ease the rough spots.

You can keep increasing the power level of any option. Try to get a couple of Speeds and Turbos and about three levels of Missile for one bad boat.

START

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STAGE 2:

PODS & ITEMS



Moves the power scale by one unit. It's great for when you're close to what you want.



Slides the power scale by two. Watch it if you're right next to the item you need.



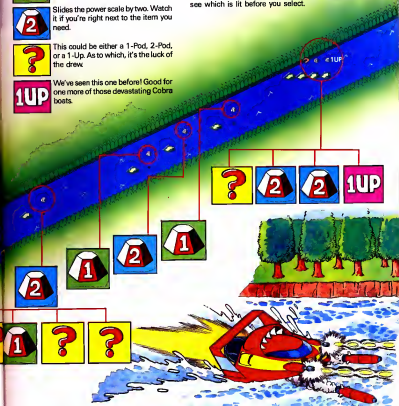
This could be either a 1-Pod, 2-Pod, or a 1-Up. As to which, it's the luck of the draw.



We've seen this one before! Good for one more of those devastating Cobra boats.



Once you've decided to power-up a certain item you can't change your mind. Check your item display and see which is lit before you select.



COLLECT PODS www.retromags.com

REACH THE FINISH

It's best to keep the throttle wide open as you skim through these treacherously rough waters. Whirlpools, logs, and dangerously jagged river banks make it seem impossible, but it's not!



The whirlpools will pull you down if you hit them. Wait for them to split apart then put the hammer down and zip right through!



Look out! Shore battery cannons will keep firing as long as they see you. Give them a missile shot.



Watch for the logs to turn lengthwise with the current, then jet through!

It will test your boat handling skill to get the timing of the ramp movement down. Make sure to get the most of your jumps by keeping speed high.



If you make it over the falls, and have the right speed and angle you'll be able to pick up a bonus.



Dodge to port, not starboard! These can be very hard to avoid.



JUMP THE WATERFALL

Boy this is a tough one! Your boat spends more time in the air than in the water at this stage. Use the ramps to [get www.retromags.com](http://www.retromags.com)

GUARD THE PEOPLE



Enemy boats try to zip in and snatch people from inside the ropes. Rapid fire and high level missiles will stop 'em cold.

If you work your missiles up to full strength you'll be able to sit still and fire like this.



You'll have to knock out the enemy to bring your man home.



If you're hit by the UFO you'll be a sitting duck for a moment, so get him first!

DISPOSE OF MINES

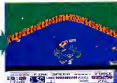
It takes a speedy boat to run away with the mines. Try second or third level speed to give you an edge getting to the detonation area.



You can't defeat the enemies with the mines.



Unless you knock out the cannons early, they'll sink your boats to Davy Jones!



The stage is finished when you've disposed of all the mines. Good luck!

BEAT THE MONSTER

Out in the clear blue ocean, terrible monsters lurk, waiting for a tasty little boat to come along. You'll have to beat them to escape.



Whoa! Weave around his shots, use your Turbo Fire



This stage is easiest if you've got high powered weapons.



LIFE FORCE™



CELL STAGE I

This game is more challenging than we indicated in our review a few issues ago. So, by popular demand, here are more tips to aid the worlds of Zelus. In the first stage, the Mic Viper encounters rapidly growing cells, floating particles and other alien objects.

VOLCANIC STAGE

The viewpoint changes in this stage but the mission continues. Exploding rocks and volcanic debris come at you at high speeds. Dodge these destructive elements, eliminate what you can, and then meet the evil intruder.



Watch for hidden bonuses!

5000 Points



It's right of the 2nd ship.

1-Up



Stay on the top.

5000 Points



Look on the right side.

1-Up



5000 Points



Stay in the center here.

1-Up



Move to the bottom here.

5000 Points



Search here on the top.

5000 Points



Choose the left side.

5000 Points



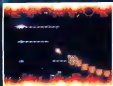
Look left of the 1-Up.

PROMINENCE STAGE

The menacing Phoenix, Spit Bells and Fire Spheres make this stage incredibly challenging for the Vic Viper. Be careful and take out as many enemies as you can.

Take on the Cruiser Tetron!

The Cruiser Tetron breathes fire. Aim for the head end use Options!



Go for the head of the Cruiser Tetron and avoid the fire.

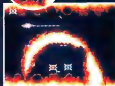


Watch for waves of flame!

The waves of this fiery sea are indestructible. Move either above or below as soon as you can.



You'll have a second's notice before the flames appear.



LIFE FORCE

Extra points and ships!

5000 Points



This bonus is very close to the 2nd flame.

1-Up



You'll find this one just right of the 5th flame.

5000 Points



After the 9th flame.

5000 Points



Near the 10th flame.

CELL STAGE II

The action starts to really speed up halfway through this stage. Don't blink or your ship will careen into the walls of the narrow passage. Also, get ready for the amazing Giga!

Build up your weapons!

Power Capsules are abundant here. Collect as many as you can for a supercharged ship.



Stay centered and close to the bottom of the screen.



Capsules will be close to the center of the screen.

Destroy the Zakron!

If you get too close to this nest of cells before destroying it, the cells will explode!



Beware of the Rib Bones!

Stay at the bottom of the screen and avoid the laser attack of the Rib Bones.



Defeat Giga!

The skull-like Giga has a weak spot in his mouth. Avoid the occasional fire that he spits forth and aim for the jaw.



Get the Options and spread them apart for wide hits.



Take out the eyes with Options.



Giga won't be able to see you.

PALACE STAGE

A large number of moving objects and a lot of enemy fire make the ancient palace of the Star Lattice a challenging stage. Extra speed and quick maneuvering are important here.

Destroy the Energy Dome!

This small hill looks just like part of the landscape, but wait! Move far to the left and fire as quickly as you can.



Don't stay in the middle here. You won't make it.

Get close to the wall and destroy the Dome.

Avoid the Icicles!

There are a lot of icicles here! Try to maneuver to the lower right corner and find a safe spot.



Here come the Crashbombs!

You'll have to defeat these three ships before you can move on.



LIFE FORCE

Tutankhamon attack!

This ancient creature is difficult to defeat because of his indestructible force field. Don't give up and go for the eyes.



When its color changes, focus your fire on his eyes.

MECHANICAL STAGE

This stage lies in the heart of Zelos! First you'll encounter Crystal Balls. Later, the huge floating Amkarikhand Heads will add extra challenge to this already difficult stage.

Speed up!

Enemies move very fast in this last stage. Speed is important. Use Missiles to defeat the enemies on the side.



Use speed here to avoid the enemies.

Aim for the mouths!

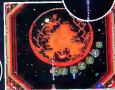
Fire at the mouths of the Amkarikhand Heads as soon as they open.



Defeat the Dragon!

You won't be able to beat the heart and soul of Zelos until you take on the Dragon that is protecting it. After you defeat the Dragon, fire at the eye of this huge enemy.

First defeat the Dragon. Then go for the Heart.



Get out, quick!

Once you have defeated the last enemy, make your escape with some ace flying.



CELL STAGE I



MASS LOGIC



LIFE FORCE

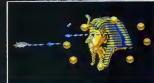
PROMINENCE STAGE



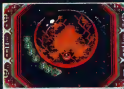
MASS LOGIC



PALACE STAGE



MECHANICAL CITY STAGE



CELL STAGE I

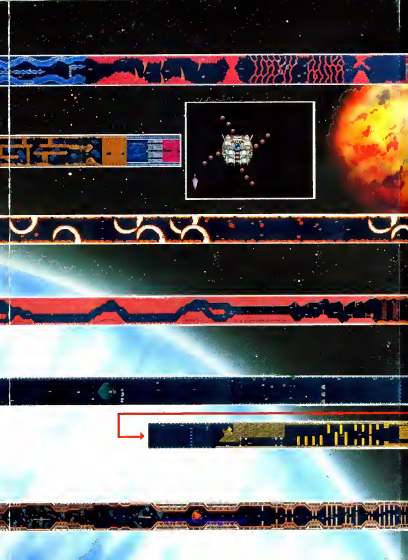
MEGAS G-ZAGOK

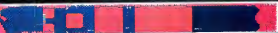
PROMINENCE STAGE

MEGAS GEMO

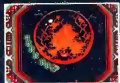
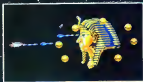
PALACE STAGE

MECHANICAL CITY STAGE





LIFE FORCE



**MEGA
MART**



**NINTENDO
POWER**



NINTENDO
POWER

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MEGA
MART

P

Previews

Starting off the Preview Section this issue is Capcom's hot new Mega Man II. It features super sound, spectacular graphics, and great game play. You'll love it!

5 NEW TITLES

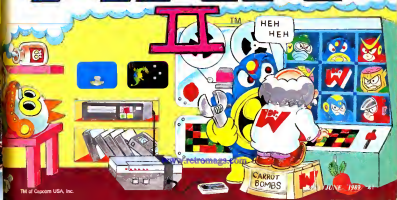
- MEGA MAN II
- FAXANABU
- UNCLE FESTER'S QUEST
- CLASH AT DEMONHEAD
- DRAGON WARRIOR

Deep within the tortured catacombs of Skull Castle, a sinister plot is being hatched, a plot whose evil could only be devised by one man, the insidious Dr. Wily.

What terrible schemes has Dr. Wily devised in his secret underground lab?

MEGA MAN

II

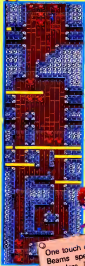




The corridors of Flashman's icy den will cause intruders to lose control.



Danger!



One touch of these Force Beams spells doom for intruders in Quickman's lair.



Hair Raising Thrills!

These awesome Air Tikis are agents of Airman.

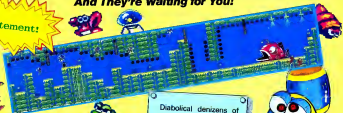


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**From the Twisted Genius of Dr. Wily
Springs an Army of Automated Abominations ...
And They're Waiting for You!**

Excitement!



Diabolical denizens of the deep inhabit the Bubbleman stage.

No one can laugh at me now!



A menagerie of malicious mecha-roids, including the horrific Hot-dogs, prowls the exotic depths of Woodman's silicon jungle.

Enemies Galore!

Close Calls!



The path to Metal man is littered with menacing Metal Munchers and quick conveyors.

What!?
No! Not you!

Hiya Doc! I heard
about what you're up
to and I've decided to
pay you and your goons
a little visit.
See you soon!

Go ahead. Your de-
feat will be frosting
on the cake of
victory, my victory!

Will Dr. Wily succeed with his plans for world conquest? Will Mega Man be able to face the devastating power of the Wily-Force?



What perils a-
wait Mega Man
on the road to
his showdown
with Dr. Wily?



www.retromaniac.com

Stay tuned for ...

And what of Mega Man
creator Dr. Light?

RAYANADU™

STORY

Far in the mist-shrouded past, the Elen town of Eols enjoyed a peaceful existence under the shade of the magical World Tree. One day, their woodland surroundings were suddenly shattered when a shower of meteorites hit the World Tree! The Demon King, who was hibernating deep in the Underworld, awoke from his slumber. He sent his evil minions to the Earth's surface, where they caused havoc and destruction. The life-giving Elen fountains began drying up. To restore peace to the world, a perilous quest through the gigantic World Tree must be made. Armed with courage and youthful vigor, you have been chosen as the hero to make this dangerous journey!



Visit the towns of the World Tree.

Faxanadu is a challenging new fantasy role playing game from Nintendo. As the hero, you will require great strength and power to defeat the bizarre creatures invading the World Tree. You must ask questions of all those you meet, as the mysteries of the World Tree are impossible to solve without clues and knowledge which are vital to your quest. These two features make Faxanadu challenging for any adventurer.

Skillful swordsmanship and shrewd spellcasting will enable you to triumph over many strange creatures.

Sword or sorcery, the choice is yours. Wise utilization of both is important to overcome your foes.



GURU

You need peace
I will meditate
with you.

In addition to blessing titles, the Gurus also offer Mentas. Mentas are useful to you in continuing your quest.



FOOD SHOP

Sells delicious meat, try some!



Man-sized monsters are best vanquished using your sword.



TOOL SHOPPE

Buy a variety of useful items here.



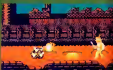
KEY SHOP

This shady character sells magic keys.



DOCTOR

The friendly Doctor heals your wounds.



Magic easily overwhelms smaller foes, or those that are evasive.



KING

The King gives you valuable gold.



SWORDSMAN

A martial artist, he teaches fighting.



MAGICIAN

He instructs you in the ways of magic.



Bread or gold is the prize for conquering some enemies.

The ranks of power.

As you defeat the followers of the Demon King, you will gain Experience points. The Gurus bestow these prestigious ranks to you when you are deemed worthy. With higher rank comes greater power, and greater responsibility.

RANK	EXP	RANK	EXP	RANK	EXP
NOVICE	0~1000	CHEVALIER	~8000	MYRMIDON	~26000
ASPIRANT	~2200	VETERAN	~10000	CHAMPION	~30000
BATTLER	~3500	WARRIOR	~12500	SUPER HERO	~35000
FIGHTER	~4800	HERO	~18000	PALADIN	~45000
ADEPT	~6200	SOLDIER	~22000	LORD	+45000

These items of great power make your adventure possible.

Hand Dagger



The weakest and cheapest weapon.

Long Sword



Improved reach and striking power.

Giant Blade



The three-pronged blade is deadly.

Dragon Slayer



The powerful sword of lore.

You will encounter strong and fearsome enemies. If you do not buy increasingly durable armor and mightier weaponry, your chances of surviving will be slim.

Leather Armor



The first armor wearing this.

Studded Mail



Provides extra protection.

Full Plate



A solid armor for better defense.

Rattle Suit



The ultimate suit of combat armor.

Small Shield



Blocks you from magical attacks.

Large Shield



Blocks protection from hostile spells.

Magic Shield



Blocks most of the enemy's magic.

Battle Helmet



The strongest defense against magic.

Damage



A magical form of magical force.

Thunder



A regular thunderclap.

Fire



Low damage, truth reveals all.

Death



This spell is the hardest to do name.

Tilt



One that against the mightiest enemies.

Gold cannot buy the most priceless weapons of great power. They must be earned in mortal combat or found in hidden places.

Once you leave Eolis, you can not return until you complete your quest.



Behind the mysterious J-Door lies a world of fantastic adventure!

You bear the hopes of all your people. Your journey through the World Tree will be long and hazardous. With luck and skill you will defeat the Demon King and bring peace to the world.





UNCLE
FESTER'S
QUEST™
 The Addams Family
 ©1999 SUNSOFT

THE ADDAMS FAMILY



THEY'RE CREEP-Y AND THEY'RE KOOK-Y, MYS-TE-RI-OUS AND SPOOK-Y, THEY'
 AL-TO-GETH-ER 'OOK-Y' THE AD-DAMS FAM-I-LY.



www.mitsumasa.com

UNCLE FESTER IS BACK!

Woody Uncle Fester, of the old TV series, "The Addams Family," is headed your way in a bizarre quest. He's trying to stop an invasion of weird aliens out to conquer the Earth (starting with Uncle Fester's neighborhood). On hand are some cool background graphics and a happening sound track, along with the zany Addams Family characters.



Gadzooks! A UFO! Check out the look on Fester's laser.



Defeat the aliens with Fester's ever-changing gun.



"Ketchup" to the dollar signs to spend at the hot dog stands and "reish" the energy. Use light bulbs to brighten the underground and keys to open doors.



Grab the blue "GUN" symbols to increase gun strength. A red "GUN" decreases.



The "WHIP" symbols work like the "GUN"s. Blues increase. Reds sop your zap.

To begin, you should move through the streets and get guns and special items by destroying the annoying little aliens. Once destroyed, some aliens will turn into firepower and special items. Grab these and you'll build your weapon strength and inventory. Increasing your firepower to the maximum will make it easier to advance.

FIND FAMILY SUPPORT

Fester will have to search the city to find his unique family. He'll need the special items that only they can give him.



GUIDE FESTER THROUGH THREE AREAS!

ABOVE GROUND

UNDERGROUND

"IN-HOUSE 3-D"

Your way will be blocked with various obstacles. Find the stairways which lead to the underground and use them to get to places you couldn't reach before.

The dark underground passageways will allow you to reach the above ground locations, but Fester's shiny head won't light the way, so bring a light bulb.

Fester will have to go through some buildings to complete his quest. The inside of the house is in 3-D perspective (like "Golgo 13"), so make a map or your frustration will "Fester."



Will the door lead to the outside... or SOMETHING ELSE?!

Make a map of this and other areas. You'll be glad you did!



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Clash at Demonhead™



Vic Tokai casts a long arm into the future and pulls back a winner!



At the beach for some R&R.



Suddenly from headquarters.



ROUTE MAP



STORY

In 199X, the world ran into trouble when a bunch of no-goods called the Lawbreakers kidnapped a scientist capable of building a bomb big enough to make nobody a winner. Someone's got to try to stop them, but are the Tigers really ready? Bang is their best agent and if you can pull him off the beach you just may be able to find your way through these twisting, madhouse pathways in quest of

www.seabrat.com/Demonhead.

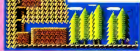
Whoa! It must be real important for headquarters to call while the dude's out catch'n some rays, and it is. Seems Professor Plum, the gal who invented the Doomsday Bomb, has been kidnapped. Serious stuff! They sent Joe out to find him and he must have, 'cause now he's missing, too. Now they're sending in the first string, but with very little to go on

Clash at Demonhead uses both horizontal and vertical scroll in its action play.



in its action play.

Most of the scrolling in the game is horizontal although many key points scroll vertically. You'll have to search carefully as many paths are well hidden. Sometimes you may have to approach a path from the opposite direction to pass. Thirty different travel routes give you plenty of choices!



Knock out an enemy to get an item!

At key points, you will need to get a special item to pass a particular section and it may require that you defeat an unknown enemy to get it. Most of the time though you'll find the items in the travelling store.

Heart



Replaces one block of lost life.

Apple



You'll gain one apple.

Money



Great for buying things!

Gold



Hey, this is worth a loaf!



As you move horizontally enemies can appear very suddenly it's best to be ready for trouble at any time.



As you move vertically, sometimes it's best to just jump up, and for others it's best to climb the walls.

You must find and defeat the seven mini bosses hidden in the maze of pathways before going to Demonhead!

Buy the items you think you'll need in the shops.

Tom Guycot

The Livesticker throws more than one in the air. Where he is a hidden secret that you'll need to



Mush



He breaks off pieces of himself and turns them into bombs. Maybe if you last long enough he'll be gone, or will he?



Gash

The motorcycle monster! When his horn is fired on he'll go berserk. Use some quick dodging or you'll get flamed out!

Bandar

There's a white one and a black one. The time to be scared is when they come together to attack. Stand by for a powerful tag team!



Shark

Where do you stand? This minnow minded monster uses a time machine to warp around the room is any place safe?

Bopper



This guy moves around like Dash, but doesn't look like Dash. To fire, watch his back. Better look for a fire extinguisher!

Max



Every time you hit him he gets bigger. How to defeat him is up to you. While you're planning your next move, watch what he's throwing.



If you find and rescue the Hermit he'll teach you to use the Force!

You'll need a powerful weapon to take on the seven Governors and the Force is it! To get the Force you must find the Hermit. The Force will not work unless you have the Hermit Apples. The number of Hermit Apples determines which of the Five Forces you can use.



DRAGON WARRIOR

Coming Soon to the NES!

Prepare yourself...

A story of unprecedented depth is about to unfold before you. The first game in the Dragon Warrior series is arriving.

... Long, long ago it is said dragons and men lived in harmony. In those ages, dragons and men alike trained themselves in the art of magic. But this magic also served as a catalyst for the growth of evil. One such soul, a dragon from Cherlock, would blacken the pages of history and change the world for all time...



When the dragon from Cherlock learned the secrets of magic his soul turned dark. He sought unlimited power and destruction. Even the bravest of men or dragon would dare only whisper the name of the "Dragon-lord". Erdrick was one such brave man.

One brave man sets out alone to combat the dragon.



For many years Erdrick toiled in pursuit of the Dragon-lord, even into the dark halls of Charlock, the dragon's dreaded castle. But in the end he failed. To three keepers he entrusted weapons and magical items which would aid a true-hearted hero, should one ever come to the kingdom. Then he passed away into legend and the mists of folklore.

Then, after ages pass, a new hero arrives.



Experience the birth of a new era in role-playing adventure.

The introduction of Dragon Warrior represents more than just the release of a new game. It marks the beginning of a new and different direction for NES games. A few other RPGs have preceded this release, but none comes close to being part of as monumental a game series as Dragon Warrior. In Japan, this is the game that launched three sequels, and is unmatched in popularity. By devoting a larger percentage of Game Pak memory to game depth, game play has evolved into a much more complex and

rewarding adventure. In addition, mere finger-speed and sweat are no match for the challenges which lie in wait for every player. Now more than ever before, an era of deductive reasoning is challenging us all to excel—young and old, male and female. Your NES is coming of age. Look to Nintendo Power to provide you with the continuous stream of tips and clues you'll need to revive any stalled attempt to defeat the Dragon-lord. We'll begin with an in-depth introduction in the July-August issue of Power.

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HOWARD & NESTER





www.cartoonists.com



COUNSEL



Zelda II-The Adventure of Link

Where do I get the Fairy Spell?



In the town of Mido there is a woman who has a daughter that is ill. To help her daughter, you must bring back the Secret Water. It is in a cave North of Saria. To get into the cave, you must break a boulder with the Hammer.



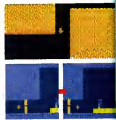
Break a boulder North of Saria for Secret Water.



Bring the woman the Secret Water to learn an important spell.

Once you bring her the Secret Water, she will reward you with the Fairy Magic. This helpful spell will allow Link to turn into a Fairy so that he can get to many difficult to reach areas of the Palaces—places that he would otherwise not have access to. Not only can he traverse long gaps and ascend high pas-

sages, but he also has the ability to slip through key holes. Use this technique sparingly, as the Fairy Spell does use a lot of Magic.



The Fairy Spell has some great advantages.

Game Play Counselor Profiles



Greg Lowder

Became Game Counselor: May 1, 1988
Hobbies: Skiing, Softball, Arcades and Flying
Highest Game Score: 1943, 1,626,400
Favorite NES Game: Mega Man II



Tom McConville

Became Game Counselor: May, 1988
Hobbies: Mathematics and Cartooning
Highest Game Score: Gridius, 9,000,000
Favorite NES Game: Gridius



Steve White

Became Game Counselor: May 16, 1988
Hobbies: Water Skiing, Hiking, Flying, and Video Games
Highest Game Score: Zanac, 12,200,000
Favorite NES Game: Double Dragon



Shannon Taylor

Became Game Counselor: August 25, 1988
Hobbies: Camping, Reading, and Adventure Games
Highest Game Score: Wizards & Warriors, 935,000
Favorite NES Game: Mega Man

www.retromags.com

RS' CORNER



Milon's Secret Castle

Where is the Saw?

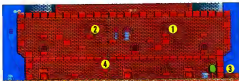


The Saw will allow you to get into the room of the Second Floor demon But, before you can find it, you'll need a few items. After you defeat the First Floor demon, go to the Second Floor and purchase the Vest for \$25 and the Lantern for \$15. There's a Lan-

tern on the first floor which is available for \$50, but you really don't need the Lantern until you have reached the Second Floor. Once you have these items, jump into the Well from the Second Floor. The Lantern will light your way inside the Well, and the Vest will protect you from flames. After

you explore the Well and defeat the enemy, you'll receive the Hammer. Return to the First Floor. On the platform that is just to the left of the store where you purchased the Shrink Potion, push Up on the Control Pad to use the hammer and a door will appear which will lead you to the Saw.

- 1 Purchase the Vest in this shop.
- 2 Next, buy the Lantern here.
- 3 Dive into the Well to find the Hammer.
- 4 Use the Hammer here to expose the door leading to the Saw.



The first two floors of Milon's Secret Castle



Ikari Warriors

How can I get the Stage Select to work?



As soon as the characters on the title screen stop firing and the "One Player, Two Players" message appears on the screen, press the following buttons on the Controller: Up, Down, A, A, B, Left, Right, A, B, Up, A, Down, Right, Right, Left, B, Up, Left, A, Right, B, Left, Right, A, Left, Up, A, Down, A, Right, Left, B and

Start. The code must be entered quickly, before the demonstration sequence begins. After the code is entered, the airplane will crash land and "AREA 1" will appear on the screen. Press A and B to change the stage number and press the Start Button when you arrive at the desired stage.

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COUNSEL



The Legend of Zelda

How do I defeat the Darknuts and Wizzrobes?



Two of the toughest types of enemies in this first adventure through Hyrule will make the going hard for Link, especially in Levels Five and Six of the First Quest. The Darknuts of Level Five are what stand in the way to the valuable Whistle. Their strong shields make them difficult to defeat. To register a hit on these characters, you must hit them where they have no defenses. If

your character's Life Hearts are full, you'll be able to throw the Sword. The best strategy, then, will be to stay far away and throw the Sword from a distance. If your character is hit and you don't have a Magic Potion to revive, you'll have to take care of the Darknuts at close range.

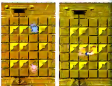
If the room that you are in has an open doorway, a useful tactic will be to hide in the doorway where the Darknuts cannot reach you, and jab at them as they pass by. Be careful not to go too far into the doorway or you'll go into the next room and when you return, the Darknuts that you have hit will be revived.

In Level Six, Link will encounter the Wizzrobes for the first time. While their magic is very strong, the Magic Shield will absorb the shock if Link is facing the enemy. When you have the Magic Shield, stay away from the shield eating

Like Likes and defeat them with any long range weapons that you may have. One important thing to keep in mind is that Wizzrobes can not turn once they appear and they will always appear facing Link. When a Wizzrobe materializes, you may be able to get out of the way of the Wizzrobe's magic and work your way over to the back or the side for an attack before the Wizzrobe disappears again.



You'll find a safe spot in the doorway



Wait for the enemies to appear and dodge their fire



I'm waiting for your letters.

Write to

NINTENDO POWER
Attn: Counselors' Corner
P.O. Box 97033
Redmond, WA 98073-9733

Call us!

1-(208)885-7529
Nintendo Game Counselors
are on call from 4:00 am to
10:00 pm Pacific Time.



RS' CORNER



The Legend of Zelda

Where is the Blue Ring in the Second Quest and how do I get it?



There is an area in the northeast corner of Hyrule that is a little tricky to get to. You'll find 100 coins in this location in the First Quest, and the Blue Ring in the Second Quest. In the area just to the south of this place is a tree that houses one of the gambling games. In this screen, try pushing on the rock wall to the north,

and you'll find a place in the wall that you can walk through so that you can advance up to the next screen. Keep in mind that there are a number of walls inside the various labyrinths of the Second Quest that you will be able to walk through. It is an important strategy in the Second Quest to try to walk through each wall.



Push up through the rock wall



Cobra Command

In Stage Three, how do I get to the first base and where are the Anti-Tank Guns and Homing Missiles?



The trick to finding the first base in this third stage is that at one point you'll have to turn around and save a hostage in an area that you have already been to. After you pass the house and

find a hostage next to a turret, fly back to the left and look for a prisoner next to a short tower. Save the prisoner and fly to the right until you find the base and a swarm of enemy helicopters.

You'll find the Anti-Tank Guns and the Homing Missiles toward the end of the stage. While you've received all of the other special items by landing on pads up to this point, it may be a little deceiving that here you must fly up to an apparatus on the wall to receive the items. Fly the nose of the helicopter into the object pictured below and you'll be ready and equipped for Stage Four.



Save the prisoner near the turret and backtrack to the tower to save the next prisoner. You'll then be ready to advance on to the first base



Ryu, the ultimate Ninja, has staked his fate on a quest to avenge his father, who was struck down by a mysterious assailant. Ryu has already ventured from the Orient to America and discovered that his task is far greater than he ever imagined. Great forces are on the move, and Ryu must face each on its own terms!

NINJA 外伝 GAIDEN



Items & Options

Along the way, Ryu must find and collect items disguised as torches or giant insects or lamps. He must collect the right items when he needs them.

THE RIGHT STUFF

 The hottest weapon is the Fire Wheel. No enemy can stand the heat.

 Get a Power Boost to increase your energy level.



Red Bonuses are worth 1000 points. Blue are worth 500.



A 1-Up adds one life play for Ryu.



Chill out the enemy with Time Freeze. They can't attack for five seconds.



Regain Physical Strength. This boosts Ryu's life energy by six meter points.

NINJA OPTIONS



Ninja Throwing Star. Strike enemies from a distance!



Windmill Throwing Star. Fantastic power. Use against enemies behind you and in front.



Jump & Slash! Incredible Ninja acrobatics. Ryu is like a spinning blade!



Art of the Fire Wheel. Hurl flaming balls upwards at an angle.

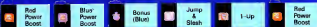
www.joysticks.com

Act 4 A TRAP

NINJA GEAR
MAGAZINE

Area 1 = South American Amazon = Map

Start



When sliding in on a machine gun soldier, move in quickly between shots at leap above the walling fortress. When you slide to the partner, attack with your sword.



Bonus (Red)



Windmill Throwing Star

Collecting this 1-Up can be tricky due to the enemy below. The next 1-Up, in Area 4-2, is easier to get.



Fire Wheel

Blue Power Boost

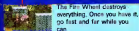
Bonus (Blue)



To Area 2



Keep a sharp lookout for enemies! They swoop down unexpectedly and inflict tremendous damage on the warrior. In some cases it's best to run. But if you choose to fight, make your first sword stroke count.



The Fire Wheel destroys everything. Once you have it, go fast and far while you can.



Bonus (Red)

The story: Act 1-3



It has been a dark and twisted tale from the beginning. First, Ryu's father is defeated by an unknown assailant! Then comes the note telling him to seek out an archaeologist named Walter Smith. He meets Irene, a mysterious woman



an who gives him a statue that is a key to a world of ancient spirits. In fact, the statue is called the Shadow Demon Statue.

When it is paired with the Light Demon Statue, an evil demon will return to the world after an absence of 700 years. Ryu visits Smith and learns that it was Shinob, his ancestor, who

www.retromags.com

trapped the demon in the statue so long

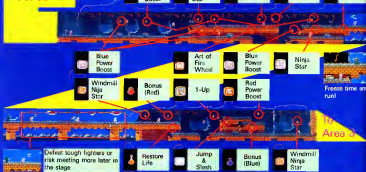


ago. This puzzle must be solved. Who is Jaquio and what does he want? Who attacked Ryu's father? And where will the trail lead next?

Act 4 Area 2 = Bazlisk Minefield

Map

Start



Act 4 Area 3 = Hall of Demons

Map



Start



The story: Act 4

Now in America, the plot begins to thicken. Ryu wins back the Shadow Demon Statue and returns to find Walter Smith dying, the victim of unknown attackers. With his final breaths, the archaeologist manages to tell Ryu about the true danger facing him. The worst possible scenario will occur if the two statues are brought together,



for only then can the demon re-enter the world of men and wreak its destruction. Smith confides in Ryu that the Light Demon Statue has been stolen and that he must help find it. Just then Ryu is taken away by agents of the CIA, in their Control Center,



a Mr. Foster begins unravelling more mysteries for Ryu. He reveals that Walter Smith had been on an archaeological dig near an ancient temple deep in the Amazonian Basin of South America. There he discovered the dark secrets of the demon which had been kept hidden for so long in the jungle depths. Realizing the danger the statues repre-

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Act 4 Area 3 = Hall of Demons = NINJA GAMES™



This is a good place to use the Windmill Ninja Star.



Scale the right wall with the vertical climb technique.

Map

Windmill Ninja Star

Red Power Boost

Bonus (Red)

Art of Fire Wheel

to Area 4

Blue Power Boost

Windmill Ninja Star

Blue Power Boost

Restores Life

Bonus (Blue)

Bonus (Red)



Act 4 Area 4 = Space of Kelbeross =



The Kelberosses were once dogs—pets of the demon. Now they are creatures both powerful and evil.

Between the two dangerous Kelberosses Ryu has his hands full. Their breath is poisonous and their leaps deadly. Ryu should attack from near the pedestals.



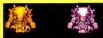
Don't chase after the creatures. Dodge in quickly when one comes close to you.



When one Kelbeross goes down, the other will soon follow. Keep up the attack strategy!



seried, he had them buried at once. Unfortunately, word of the find had already leaked. A man named Guardia DiMieux, s.k.a. Jaquio, discovered the



site of the crumbling temple and learned of the terrible significance of the statues and the demon spirit within. Release of the evil entity from its

prison of stone became his driving passion. Walter Smith was Jaquio's chief rival and enemy. The CIA man told Ryu that Jaquio's men were responsible for Smith's death. Their object, of course, had been to steal the second statue, which could then be brought into contact with its mate. Clearly Jaquio meant to control the demon and through it the entire world. Finally, with all the cards on the



table, Foster asked Ryu to help. The young man considered all that had been said, and he knew he had no choice. He had to help.



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Act 5

LIFE OR DEATH COMBAT

Area 1 == Prison of the Dead == Map



Start



Area 2 == Cliff == Map



Restore Life

Bonus (Blue)

Leap to the well and hold on! One misad jump could cost you a life.



Enemies are firing from the left and above. With the Firewheel you can toast them without missing a step. Sometimes you are better off running through your enemies than challenging them to a duel.

Bonus (Red)

Red Power Boost

Fire Wheel

Blue Power Boost



Blue Power Boost

Windmill Ninja Star

Bonus (Red)

Bonus (Blue)

The story: Act 5



In the heart of the evil temple Ryu comes face to face with Jaquiu himself. After the long struggle it seems too cruel for words, but to make matters worse, Ryu must give up the statue when threats are made on Irene. Now, his only hope shattered, escape impos-

sible, defeat certain, Ryu is humiliated further by being cast down through a trap door. All his efforts seem wasted, and his noble purpose as a sham. And while Ryu falls toward a future shrouded in dark mystery, Jaquiu, now armed with both statues, gloats that the demon will be brought back that very night after its sleep

www.rcu.com

of seven centuries. With both statues, Jaquiu now has the power, and the echo of his mad laughter follows Ryu as he falls down, down, down...



Act 5 Area 3 — The Nails of Lukifell — Map



From here on every step of the way must be won. Take the Firewheel and race ahead.

- Blue Power Boost
- Windmill Ninja Star
- 1-Up



- Fire Wheel
- Bonus (Blue)



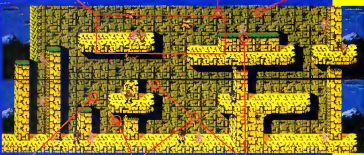
- Ninja Star



The flying Ninjas swarm, but don't waste too much time here. Keep moving.

- Bonus (Red)

- Bonus (Blue)



- Art of Fire Wheel

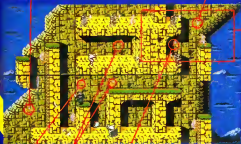
- Blue Power Boost

- Red Power Boost

Start

Blue Power Boost

Blue Power Boost



There is a lot to find in this stage, but none of it will help you.

Bonus (Blue)

Art of Fire Wheel

Windmill Ninja Star



Act 5 Area 3 — Place of Red Execution —



Malth huris lightning at you, but if you slip in close and attack low you will be able to wear him down before your hit points are depleted.

Finally, you win your way to the top of the tower, leaving the turmoil of the cliffs behind. But there's no time to rest as Malth, one of most powerful enemies in the game, blocks your path. At this point, you will learn more about the fate of Ken Heyabusa, Ryu's father, but only enough to deepen the mystery. Only by defeating Malth will you learn more.



Of all the Malice Four, Malth, with his Iron Mask of Blood, is the strongest.

Act 6 Prologue



If you succeed in defeating Malth, prepare yourself for a shock, for that is when Ryu learns completely unexpected details about his father. He is told that another surprise awaits if he continues on his

mad quest, but he will pay dearly in the attempt. Does Ryu believe this? Can what was further said about his father possibly be true? How much farther does he need to go? These questions and more will be answered only by those who continue on with Ryu to the uttermost end. www.nintendo.com





FRIENDS

BY Robbie H. Lawton

FICTION WRITER'S SHOWCASE

The entries flooded in from all over the country, swamping our panel of judges with hundreds of short stories. We enjoyed reading all of them, and a few really caught our imaginations. The winning entry came from Robbie Lawton of Abbeville, South Carolina and is printed below. Second place went to Jeffrey Paris of Cromwell, Connecticut, and our third place story was written by Niem Tram of San Jose, California. Congratulations, Power Writers.



"Jason, lunch is ready." Jason heard his mother's voice. She sounded like she was in another world. Actually, to him she was. He was inside the T.V. with Link being shot at by the Moblins and his mother was in the safe, cozy kitchen. Jason pulled his way out of the T.V. and stood for a moment watching Link fight the Moblins alone. Jason sighed, put Zelda on save, and went to the kitchen.

Another peanut butter and jelly sandwich, he groaned. Why did parents assume all kids loved peanut butter and jelly?

"How's the game coming?" Mom asked as she sat the ever present sandwich in front of him.

"O.K. I guess. Me and Link.."

"Link and I," corrected his mother.

"Link and I can't seem to find the entrance to Labyrinth Seven," said Jason, biting into the sandwich.

"What was the clue for Level Seven?" asked Mom.

"The old man said something about where fairies don't live. But Mom, that could be anywhere. There are lots of places where fairies don't live. Link can't figure it out either. We have thought and thought about it but we just can't come up with the answer."

Jason stuffed half of the sand-

wich into his mouth and started to get up from the table with his milk in his hand.

"Drink your milk at the table."

"Ahh, Mom, can't I drink it in my room?" groaned Jason.

"No shh's, drink it at the table." Jason sat back down and finished his milk. "Can I go now? Link's waiting for me."

"Jason, Link is only an imaginary character. Sometimes the way you talk about him makes me think he's the boy next door. *It's just a game, Jason. You shouldn't take this so seriously.*" Mom said.

"Yeah, I know, Mom." Jason got up from the table and returned to his room. Well, mother don't know everything. Of course, Link was real. Jason talked to him every day. He turned Zelda on and after a few seconds he climbed inside with Link.

"Hi Jacs, what did we have for lunch? No, never mind. Let me guess. Was it peanut butter and jelly?" Link asked.

"How did you guess?" Jason handed the remaining half of his sandwich to Link. "Sorry, no milk today. Mom made me drink it at the table."

"That's all right," said Link, swallowing a mouthful of peanut butter and jelly. "We can go to the

lake and I'll get some water."

As they walked, they talked about how hard it was to find the Seventh Labyrinth. More intent on the conversation than where they were going, they took a wrong turn and ended up in the Lost Woods. They walked for over an hour without finding their way out.

"Jason, if I don't find some water soon, your Mom's peanut butter is going to choke me." Link said.

"Let's go this way, Link. I don't think we've been through here." As they came out on the other side of the trees, they saw the Moblins. Further up they discovered a path.

"That looks like where the fairy lives. She has water. Come on, Jacs. Let's make a run for it."

They started to run towards the path. One of the Moblins shot an arrow that whizzed by Jason's head. It came so close he felt to make sure the hair was still connected to his head.

"You O.K., Jason?" asked Link.

"Yeah," he replied, "but that was close. Too close!"

They stepped into the path entrance and found the lake. But instead of finding the Fairy, a Moblin stood ready to strike. Link quickly pulled out a knife and threw it at the Moblin. Stumbling back, the Moblin recovered and started coming towards them again. Jason pulled his knife and threw it. This time it did the trick and the creature was history.

"Look, a blue jewel! Get it, Link." Link went over and picked it up. He pulled his bag off his back and put the jewel inside. Setting the bag on the ground, he went to the lake to get some much needed water.

Jason, exhausted from all the walking, dropped down on the ground beside the backpack. After Link quenched his thirst, he came back and fell down next to him.

They both lay there resting without speaking for a while. Each was lost in his own thoughts, trying desperately to figure out the riddle of the Seventh Labyrinth. They had six pieces of the Tri-force. Only two more and they could find Princess Zelda and Ganon. But first they had to have the completed Tri-force and they couldn't do that without finding Level Seven.

Frustrated, Link turned to Jason. "I just can't figure it out, Jace. We have looked everywhere. I don't know what else to do. My mind is turning to jelly just thinking about it."

"You know, Link" Jason said sitting up, "sometimes when I have a test at school that I have to study real hard for, my mind starts getting crazy with all the answers running around inside. So I listen to music and it helps me to think more clearly. My mom says I'm crazy, but it really does work. It sort of relaxes you. We don't have my stereo out here with us, but we could hum, or whistle, or something."

"Hey Jace, we do have a whistle, you know. We could use it." Link said. "But we would have to watch out for the whirlwind every time

we played it. What do you say, let's try it." Link reached inside the backpack, pulling out the shiny whistle they had obtained in Level Five.

"Link, since the whirlwind comes to the sound of the whistle, why don't I go to the other side of the lake and play the whistle for you, so you can try to concentrate on finding the labyrinth instead of having to constantly step out of the whirlwind's way." Jason said.

"Okay, I'll try it first and then you can have a go at it if I come up blank." Link handed the whistle to Jason. He took it and walked to the other side of the lake.

"Ready, Link?" Jason blew the



whistle, then stepped back out of the whirlwind's path. As the whirlwind roared by, an amazing thing happened. The water in the lake slowly disappeared, right before their eyes. Neither Link nor Jason could take their eyes off the magnificent sight. When all the water had vanished, they found steps where the lake once settled. At first both Jason and Link were too stunned to speak. Then they both raised their eyes at the same moment, and stared at each other. Could this possibly be Level Seven? After all they had been through, the days of searching, could this be the Seven Labyrinth after all? They both yelled at the same moment. Running towards each other, they hugged, they jumped, and hollered louder and louder.

"Well, now, c'mon, let's go and find out if this is what we're look-

ing for?" asked Link.

From far off they heard a voice calling: "Jason, it's time for supper, wash your hands and come eat." Jason listened to his mother's words and moaned.

He turned to Link, started to say something, but the look on Link's face stopped him.

Link was grinning. "What are you smiling at?" Jason demanded.

Link shrugged and said, "I was just wondering if we are going to have peanut butter and jelly sandwiches for supper too."

"Ahh Link, be serious. We just found Level Seven, and now I have to go. How can you think about sandwiches?" Jason yelled.

"Because, Jason, whenever you come back, I'll be here waiting for you. We will discover the Seventh Level together. Without you, and your ideas about the music, I might never have found this labyrinth. I need you here with me to help me save Princess Zelda. And both of us need your Mom's peanut butter and jelly sandwiches to keep us going." Link grinned at Jason. Then he slapped him on the back. "Go eat and then we will discover this place together. Who knows what's waiting for us down there. We need all the strength we can get. I think I'll take a nap until you get back."

Jason looked at Link and sighed. "I'll be back in a flash, so don't get too comfortable."

"Jason," he heard his mother calling again. He yelled over his shoulder, "I'm coming, Mom!" He turned back to Link and grinned. "See ya Link." He pulled his way himself out the T.V. and back to his own room. Once he was out, he turned back to look at his friend. Link winked his eye at him, then sat on the ground to wait. Jason put the game on pause and went to see what awaited him at the supper table.



The very best and the rest of the hottest NES hits!

TOP 30

They say that the only thing that never changes is that everything is always changing. Well, once again our Top 30 survey proves it! Long time top ten entries and recent rookie releases mix it up one more time in this issue.

Use this key to find out how your favorites are doing.



These titles are new to the Top 30. Keep a close eye on them.



Games that are really on the move. These games have jumped up several places on the poll.



Favorites that have maintained their popularity among the Top 30.



1

12,939
POINTS

ZELDA II— THE ADVENTURE OF LINK

Link's long wait pays off with the Game Pak's meteoric rise to the top of the video game charts!



2

11,916
POINTS

SUPER MARIO BROS. 2

The adventures of Mario and company continue to thrill and enthrall die-hard NES fans.



3

5,124
POINTS

THE LEGEND OF ZELDA

Where the adventure began, Link's First Quest continues mesmerizing both newcomers and veterans.

PLAYER'S FORUM



4

3,774
POINTS

CONTRA

The Red Falcon is still the most diabolical dude around. Luckily, a lot of players are after him.



5

3,626
POINTS

TRACK & FIELD II

The best action you'll find until 1992, armchair athletes have put this game into the final heat.



6

3,605
POINTS

BLASTER MASTER

Jason and his mutant pet, Fred, have leapfrogged up from the plutonium pits into the top ten.



7

3,604
POINTS

METAL GEAR

Back in the thick of it, Metal Gear rebounds from number 23, reclaiming lost territory.



8

3,338
POINTS

BIONIC COMMANDO

Swinging action, mystery, danger, world threatening plots! There's no way to keep this game down.



9

3,238
POINTS

METROID

From the backwaters of the galaxy comes an alien race that will not die! The metroids are still here...



10

3,100
POINTS

RAMPAGE

It's time to monkey around with a hit game that's on its way up—up the side of a skyscraper that is.

11

2,976
POINTS

CASTLEVANIA II
SIMON'S QUEST

12

2,900
POINTS

ULTIMA

13

2,588
POINTS

DOUBLE DRAGON

14

2,322
POINTS

MEGA MAN

15

2,270
POINTS

TECMO BOWL

16

2,217
POINTS

MIKE TYSON'S
PUNCH-OUT!!

17

2,143
POINTS

SUPER MARIO BROS.

18

2,142
POINTS

BLADES OF STEEL

19

2,070
POINTS

SKATE OR DIE

20

1,907
POINTS

CASTLEVANIA

21

1,896
POINTS

DOUBLE DRIBBLE

22

1,870
POINTS

BAD DUDES

23

1,860
POINTS

ROBOCOP

24

1,856
POINTS

1943

25

1,836
POINTS

R.C. PRO-AM

26

1,820
POINTS

KID ICARUS

27

1,816
POINTS

TEENAGE MUTANT
NINJA TURTLES

28

1,806
POINTS

LIFE FORCE

29

1,808
POINTS

BASES LOADED

30

995
POINTS

MEGA MAN II

TOP



PLAYER'S FORUM



Players' Picks



GAME

PTS

1	BLADES OF STEEL	1,889
2	SUPER MARIO BROS.	1,833
3	THE LEGEND OF ZELDA	1,814
4	METROID	1,801
5	TRACK & FIELD II	1,715
6	CONTRA	1,705
7	ZELDA II: THE ADVENTURE OF LINK	1,699
8	METAL GEAR	1,689
9	SUPER MARIO BROS. 2	1,685
10	BAD DUDES	1,479
11	ROBOCOP	1,465
12	NIKE TYSON'S PUNCH-OUT!	1,364
13	RAMPAGE	1,290
14	BLASTER MASTER	1,252
15	TEENAGE MUTANT NINJA TURTLES	1,160
16	DOUBLE DRAGON	1,145
17	BASES LOADED	1,078
18	CASTLEVANIA	1,033
19	BIOMIC COMMANDO	969
20	SIMON'S QUEST	730
21	TECMO BOWL	727
22	R.C. PRO-AM	715
23	DOUBLE DRIBBLE	697
24	FRIDAY THE 13TH	682
25	LIFE FORCE	659
26	KID ICARUS	629
27	TOP GUN	536
28	ICE HOCKEY	527
29	1943	524
30	CALIFORNIA GAMES	509

Pros' Picks



GAME

PTS

1	ZELDA II: THE ADVENTURE OF LINK	3,143
2	ULTIMA	2,969
3	THE LEGEND OF ZELDA	2,890
4	BIOMIC COMMANDO	2,369
5	SUPER MARIO BROS. 2	2,353
6	BLASTER MASTER	2,353
7	MEGA MAN	2,322
8	TRACK & FIELD II	1,911
9	SIMON'S QUEST	1,816
10	TECMO BOWL	1,548
11	METROID	1,437
12	METAL GEAR	1,169
13	MEGA MAN II	995
14	MELON'S SECRET CASTLE	948
15	WIZARDS AND WARRIORS	900
16	NIKE TYSON'S PUNCH-OUT!	853
17	CASTLEVANIA	774
18	NINJA GAIKEN	521
19	DOUBLE DRAGON	521
20	GOLGO 13	474
21	SOLOWON'S KEY	474
22	CONTRA	332
23	HUDSON'S ADVENTURE ISLAND	332
24	SUPER MARIO BROS.	332
25	1943	300
26	BLADES OF STEEL	253
27	OTHELLO	221
28	COBRA COMMAND	190
29	KID ICARUS	158
30	WRESTLEMANIA	149

Dealers' Picks



GAME

PTS

1	ZELDA II: THE ADVENTURE OF LINK	8,097
2	SUPER MARIO BROS. 2	7,876
3	SKATE OR DIE	2,093
4	RAMPAGE	1,810
5	CONTRA	1,737
6	DOUBLE DRAGON	922
7	DOUBLE DRIBBLE	898
8	METAL GEAR	746
9	BOMBERMAN	683
10	DONKEY KONG CLASSICS	663
11	ANTICIPATION	663
12	T & C SURF DESIGN	639
13	LEE TRAVINO'S FIGHTING GOLF	634
14	R.C. PRO-AM	620
15	JEOPARDY!	590
16	STAR SOLDIER	537
17	1943	532
18	GALAGA	522
19	JACKAL	517
20	KID ICARUS	493
21	PINBALL	486
22	LIFE FORCE	439
23	SIMON'S QUEST	429
24	THE LEGEND OF ZELDA	420
25	PLATOON	415
26	EXCITEBIKE	361
27	TOP GUN	361
28	MELIPEDE	288
29	SPY HUNTER	266
30	IRON TANK	257

CHILL OUT WITH THE PLAYER'S CHOICE!

Players are hot for the coolest action in town. Blades of Steel slips past year round fave SMB and Zelda.

LINK SCALES THE HEIGHTS!

Game Counselors, like most people, enjoy excitement, danger, and the thrill of discovery. Link has it all.

RETURN TO HYRULE... IF YOU DARE!

The dealers do dare. They love Link and the legions of Ganon whom he must face for the second time.

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INTRODUCING NINTENDO POWER CRITICS CIRCLE OF 100!

Shane:

Nintendo Power is the best magazine and I could make it better! I have great ideas that will make all those couch potatoes Nintendo fanatical!

Thomas:

Even though I am an adult, I'm also a kid at heart. I would make statements about Nintendo Power as both the adult and kid that I am.

Billy:

I consider myself a good video game player and I always get straight A's in school. I feel myself to be a good critic. You need brains and talent.

Power Players sent in lots of great reasons for wanting to be a Nintendo Power Critic. Listed below are the names of our first team of 100 critics selected from the thousand of entries we received. We'll be listening closely to feedback from our "Circle of 100" for tips on how we can improve Nintendo Power and give our Power Players more of what they want.

Matt:

I hear you're looking for a critic. Well, you found him. With fourteen games and an Advantage I really move. I've always had an opinion about everything including the hospital I was born in. I have a sense of humor and an educated mind. I would make a good critic.

100 Power Critics (Jan/Feb Issue)

Name	City	State	Name	City	State	Name	City	State	
Leo Ahrens	Fontaine	CA	Dave Heath	Portland	OH	Pat Pippy	Delabie Rogov	Lanark	IL
Jason Amato	Des Moines	IA	Matt Hoops	Sequim	TX	Jayson Russell	Columbus	Columbus	OH
Jose Areque	Fellbrook	CA	Cons Jehade	East Northport	NY	Brian Russo	Peachtree	Peachtree	LA
Michelle Beyer	Forked River	NJ	Bill Jarvis	Blue Ridge	GA	Ben Sado	Tucson	Tucson	AZ
Billy Bey	Serration	IL	Lawrence Kim	Carrizo	CA	Shane Sarah	Teledo	Teledo	OH
David Block	Valley Stream	NY	John Kodumal	Moylan	IN	Santos Salinas	Terra Bella	Terra Bella	CA
Michael Boatright	Santee	CA	Timmy Lang	Yakelief	MD	Joey Schaeffer	Honeoye Falls	Honeoye Falls	NY
Marcoz Borralegale	Van Nuys	CA	Matt Lawler	Rochester	NY	James Schroyer	Longview	Longview	WA
Bruce Bowers	Modesto	CA	Jenny Lawrence	Seckford	MA	Greg Scholten	Everett	Everett	WA
Robert Boyd	New Orleans	LA	Laura Long	Chicago	IL	Jeremy Schroder	West Bend	West Bend	WI
Brian Branson	Bentwood	NY	Eddie Lopez	Rockford	IL	Erica Sherman	Pori Jefferson	Pori Jefferson	NY
Matt Chappier	Hindley	OH	Mathew Luzzier	San Jose	CA	Parvati Siddons	Miami	Miami	FL
Thomas Christ	Baxton	NY	Steve Macdon	Brook	OK	James Smith	Romula	Romula	VA
Jessica Crotfield	Glendale	AZ	Jeff Malone	Kullbaco	WA	Todd Smith	Connetquot	Connetquot	OH
Merissa DeWine	Cavertown	MA	Christy Marking	Provo	UT	Allen Stampler	London	London	KY
Andy Dewindt	Justice	IL	Aaron Meyer	Mallbu	CA	Kenneth Stanford	Indianapolis	Indianapolis	IN
Greg Deane	W Sacramento	CA	Thomas McConnell	Newport News	VA	Garnie Strachan	Cincinnati	Cincinnati	OH
Dave DeMarco	Lawrence	PA	Sadie Merchant	Chicago Hills	IL	Adam Straff	Phoenix	Phoenix	AZ
Ted Dornville	Elms	NY	Anthony Merril	East Meadow	NY	Jeff Stroup	Troy	Troy	MI
Mary Eaton	Seabrook	RI	Andy Morfias	Providence	RI	Tovar Swanson	Paradise Valley	Paradise Valley	AZ
Adam Ernst	Tales	OK	Fred Morfias	Roshamon	TX	Keith Swartz	Tova	Tova	IL
Jayms Evans	Robert Park	CA	Chris Mullany	Great Barrington	MA	Tarrence Swanson	Los Angeles	Los Angeles	CA
Loree Fitzgerald	Midland	TX	Ronnie Murphy	Houston	MD	Paula Taff	Chula Vista	Chula Vista	CA
Ryan Forsythe	Ypsilanti	MI	Roberto Musto	Hyle Park	MA	Alex Tangure	San Antonio	San Antonio	TX
Richard Frazier	Flushing	NY	Jon Nommersma	Rock Island	IL	Scott Tetreau	Canal Shiffs	Canal Shiffs	VA
Charles Ghant	Rock Hill	SC	Kate O'Connell	New Orleans	LA	Billy Terrie	Jackson Heights	Jackson Heights	NY
Rachel Guarantano	Montary	CA	Corey O'Neil	Farfax	VA	Frank Waters	Westfield	Westfield	CT
Lou Dee Griford	Brick	NJ	Pat Parker	Lawton	OK	John Walters	Colonial Heights	Colonial Heights	VA
Tania Griffin	Laurel	MD	Jason Parrish	Jacksonville	FL	Owen Ward	Chepquake	Chepquake	NY
Luis Garcia	Palmdale	IL	Christian Lee Pennel	Cane Hill	AR	Eddie Wilcox	Arlington	Arlington	VA
Robert Hamilton	Des Moines	IA	David Phillips	Waco	TX	Gaven Wittberg	Philadelphia	Philadelphia	PA
Brian Hays	Nashoville	KY	Dave Poff	Waco	TX	Lee Worley	Martinez	Martinez	CA
			Karl Pryor	Mississippi	MS	Julia Wynd	Cerrito	Cerrito	WA



From I knew that Institute in Redmond, Washington, please welcome Professor Nester.

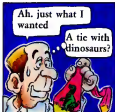
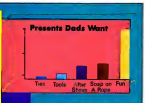
"Here at the I knew that Institute for the Advanced Study and Training of Parents there is a saying... when in doubt, check it out with Professor Nester, who is never wrong about anything. I must say that this is true, so listen up. June 18th is Father's Day, the time of year when all of us are asking ourselves: 'What can I get Dad for Father's Day?' In fact, a recent study shows that 98% of all kids ask themselves this question, and the answer that 97% of them arrive at is to buy Dad a necktie. An independent study, however, has shown that less than .0023% of the Dad population actually wants a necktie for Father's Day. And only one Dad in the entire country wants a bow tie."



"Luckily, the young science of Dadology has made leaps and bounds these last few years. Our field researchers have observed Dads in their natural environment, documented thousands of hours of behaviors, and found some pretty remarkable facts about the secret lives of Dads from all across America. Moreover, through careful analysis of all the data, or Dada, as we call it, we are now able to select the perfect gift for any individual Dad using the Facts About Dads Guidelines, which no kid should be without."



"When faced with these dismal statistics, most kids turn in last minute desperation to gifts from the local hardware store. But the fact is that 9 out of 10 Dads surveyed do not want a portable mini deluxe digital hammer. In recent tests I have proven that Dads are the most difficult humans to shop for—twice as difficult as Moms and a whopping one hundred and thirteen times as difficult to shop for as your kid brother."



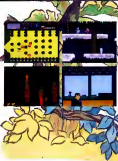
FACT 1: Dads secretly want to be professional athletes.

Conclusion: You can either buy him a pro team (which might put a strain on your allowance) or you can get him the next best thing—Nintendo Sports Series Game Paks like Ice Hockey, Mike Tyson's Punch-Out!! or Rad Racer. Tecmo Bowl or John Elway's Quarterback will score big with football fan Dads while Bases Loaded and Major League Baseball will be hits with baseball Dads. For the all-around athletic parent who doesn't have time to train year-round for the Olympics there is Track & Field II, World Games, and World Class Track Meet.



FACT 2: Dads secretly think that they are smarter than their kids.

Conclusion: You can either buy him a necktie and prove him right, or challenge this myth by giving him brain games like Jeopardy! and Wheel of Fortune.



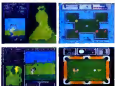
FACT 4: Dads are basically Couch Crusaders who want to be heroes and have great adventures.

Conclusion: Buy him a one-way safari ticket to Africa, or start him off slowly with The Legend of Zelda, Metroid, Goonies II or Golgo-13.



FACT 6: Most Dads seem to be fascinated by games in which they must knock little balls into holes.

Conclusion: If he's going to do this, get him Lunar Pool, Golf, Fighting Golf, or Side Pocket so at least you can keep an eye on him and make sure he doesn't hurt himself.



FACT 3: Dads secretly believe that they are party animals.

Conclusion: Send him to the New Orleans Mardi Gras' or surprise him with Anticipation, the ultimate party game from Nintendo.



FACT 5: Dads love solving problems. Ever notice how they tinker endlessly with the car?

Conclusion: Get him a new Porsche, or, if you want to give him real problems to solve, try Othello.



Well, that's about all I have to suggest, although I do have one final fact to pass on. My studies show that Dads want to have fun, just like kids. Sure, they're not as good at it, so maybe the best present of all would be just to spend some time with your Dad.

CLASSIFIED INFORMATION

Blaster Master

■ From Agent #710

● Extended Grenade

The main challenge in this underground world of mutant beings is meeting the genetically enhanced creatures that are at the end of each stage. Our agents, at great personal risk, have uncovered a secret that quickly and cleanly exterminates a few of these sinister stage rulers. The first target of their newly found strategy is the long-armed leader of Stage 2. This creature will fall easily in the face of what Agent 710 calls the "Extended Grenade." Hand Grenades in this game have the unusual feature of remaining active in the Pause Mode. With the correct timing, you'll be able to use this to your advantage. While confronting the enemy, throw a Grenade and press the Start Button to freeze the action at precisely the same time that a hit has been registered on the enemy. Even though the characters will not be moving, the Grenade should still be flashing. This means that it is still taking hit points, even when the rest of the action on the

screen has stopped. Wait for a few seconds so that the Grenade will have its full effect. When you press the Start Button again to resume the game, the enemy will go down in defeat immediately.



Our agents have warned us that you should not use this technique when a hit is being registered on your character, as it may result in your character's early demise.

This strategy will work well with the leader of Stage 6 and the mutant frog that heads Stages 4 and 7.



Calling all agents!

Have you ever come across anything really special in your game playing exploits? We'd like to hear about it! Send your tricks to:

Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA 98073-9733

www.retromags.com



GOLGO 13 1943

■ From Agent #061

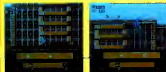
● Extra Ammunition

In some stages of this super spy's mission, bullets are extremely valuable. Here's a way that you can receive more bullets in a hurry in the underground bases, but not without consequence. You'll pay for the bullets with equally valuable Life Points. In the enemy bases, press the Select Button to make a Life Point turn into a Bullet. You'll be able to collect as many as ten Bullets this way. If you're low on Bullets this technique will help you get out of a tight jam in the enemy hideouts, but be careful not to reduce your Life Meter too far.



While in the underground bases and out of ammunition, press the Select Button to exchange Life Points for Bullets.

Our experts also recommend that in the Pan and Zoom scenes you should eliminate the enemies on the ground before you aim for airborne targets. This will give you a better chance for success when meeting your opponents head on.



Defeat the ground enemies before aiming for Helicopters and Airplanes.

■ From Agent #127

● Super Shot

Here's something that our agents in the air have found that will make your shots more powerful. Press and hold the B Button until a whistle sounds. Then let go of the B Button for an extra strong shot. This works particularly well when facing large ships and aircraft carriers. With some practice, you should be able to take out a line of turrets in one shot.

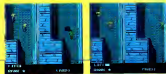


SECRET METAL BEAR

■ From Agent #102

● Pitfall Removal

Some of the buildings are booby-trapped so that gaps appear in the floor. These Pitfalls can be stopped with a quick push of the Select Button. The Pitfall will stop opening and when you press A to go to the Weapon Select screen and press Select again, the Pitfall will seem to disappear, but it will still be there. Be careful and step around the area where the Pitfall was or you may fall in.



Press the Select Button to make the Pitfall stop opening.

ZELDA II THE ADVENTURE OF LINK™

From Agent #529

Odd Apparition

We've discovered a few odd goings on in the Palaces and Towns of Hyrule. Link can not only go onto the roof of some of the Palaces, but he also seems to be able to transport himself from



Wait 'til the falling blocks form a wall.



Climb to the top and activate the Fairy Spell.



Press Left or Right on the Control Pad.



You'll end up on top of the Palace.

Once on top of the Palace, activate the Fairy Spell again, press A, then press Left or Right again. Link will fall onto the ceiling of what may seem like Palace One. The walls in this odd apparition will be the same color and texture as the walls

in whichever Palace you entered, but the floor design and enemies will be the same as those in Palace One. When you leave this Palace, you will find yourself near the Palace that you originally entered.



Go back to the top of the palace and repeat technique.



You'll end up in a palace similar to Palace One.



It will have the same location as the palace you entered.

While this trick may just be a novelty, it could also have some practical applications, and our agents are still busy investigating. If you find anything in your own investigations, let us know.

A variation of this maneuver affects Darunia. Jump up to the roof of the building pictured at the right. Then jump up out of the screen and activate the Fairy Spell at the same time. Press Left or Right on the Control Pad and your character will fall into an oddly changed town where the inhabitants give different clues.



Jump and activate the Fairy Spell at the same time. Press Left or Right on the Control Pad and you'll be in an odd town.

www.retrogaming.com

NINJA 外伝 GAIDEN

From Agent #207

Quick Climb Manuever

The key to success in this game is learning to master the control of your character. One great move is something that our agents call the Quick Climb Manuever. It takes some practice, but it's useful throughout the game. Your character is able to grab onto walls. Although he can't climb up the wall, he can work his way up. While holding onto a wall, press the direction arrow on the



Control Pad that points away from the wall and press the A Button to jump. Immediately press the direction toward the wall and your character will take hold of the wall again. If your timing is just right, your character will have gone up the wall slightly. Repeat this move and you'll be able to make your way upward. A great place to use the Quick Climb Manuever is in the last room of Area Two. When you enter the room, jump to the right wall and use this strategy to get out of Bomberhead's reach. When Bomberhead walks all the way to the right, jump to the left and surprise him from behind. Then run to the left wall and continue fighting in this manner until Bomberhead is gone.



By using the Quick Climb Manuever, you'll be able to avoid Bomberhead's attacks and surprise him from behind.

From Agent #317

Testing... One Two ...

Our surveillance experts have discovered a way to listen in on the music and sound effects of this great game. With this special trick you will be able to single out each individual sound. When the screen reads "TECMO PRESENTS 1989," press and hold Left, Down, Select, A and B, and press Start. The word "Sound," followed by a number, will appear in the middle of the screen. To change the number, press Up and Down on

the Control Pad. To hear the sound that corresponds with the number, press A. To stop the sound, press B.



Test the sound. Our agent particularly liked sounds 07, 15 and 22.

From Agent #101

New Continue Codes

Even when the last character has been defeated there's still a chance to move on in two of the newest NES games. We recently found Continue Codes in Mickey Mousecapade and Seicross. When the game is over in Mickey Mousecapade and the title screen appears, hold Up on the Control Pad and press the Start Button. You'll start ~~over at the beginning of the stage that you were on before.~~ When Seicross returns to the title

screen, press and hold the A Button and press Start to continue from where you left off.



Hold U and press Start to continue.

Hold A and press Start to continue.

Ultima

From Agent #000

Character Development

Before embarking on your journey to save the kingdom from the evil force, Exodus, it is important to build up your character's experience. To do this, choose characters who have the Repel Spell (Magic Power System), the Undead Spell (Will Power System), or both. These spells use no Magic Power at all and they can be used to defeat several enemies at once. This will allow your characters to earn experience points at a steady rate. Do not visit the King until each of your characters has a minimum of 500 experience points. Meeting with the King will make it so that some advanced enemies will appear—enemies that cannot be defeated with the Repel or Undead spells. This will make experience points more difficult to accumulate. Once your characters have 500 or more experience points, visit the King and your party members will be raised to the fifth level of experience. At this point, Lord British will send your characters out on a quest for the Mark of the King.

Resurrection Party

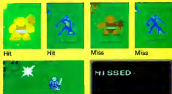
Here's how you can bring one of the characters in your party back to life without paying the resurrection fee. If a character in your party dies, go back to the starting point and save your game. Then create a new party and let all of the characters die quickly. You'll notice that only three of the characters die, as the game will not allow an entire party to perish. When three of your characters in this new party are gone, save the game again and create a new party with the dead member from the original party in the lead and the three dead characters from the other party behind him. Because you can only have a maximum of three dead characters to a party, the lead character will be revived. You can then save the game again and let the revived charac-

For details on an upcoming Ultimate best sale, contact FCI at: FCI, 150th E. 52nd St., 34th Floor, New York, NY 10022.

www.retromags.com

Hit or Miss

The Undead Spell can be extremely useful against the Skeletons and Ghouls. In an effort to explain why this spell sometimes hits and sometimes misses, our investigators have found that the success of the spell depends on the position of the enemy when the spell is thrown. Since each enemy character has two different positions, one of the positions will result in a hit when the spell is thrown and the other will result in a miss. The photos below illustrate which position the characters should be in to score a hit.



The position of the enemy characters determine a hit or miss.

ter join the original party to continue the adventure.



When a member of your party dies, create a new party and let them perish.



Start a new party with the dead members and the lead character will be revived.



From Agent #695

Happy Ending

Generally, when you complete this game in the one-player mode, the message on the screen says that you have received a "Bad Ending" and that you must complete the game with another player. Our experts have been researching this and have found that it is in fact possible to receive a "Happy Ending" while playing in the one-player mode. In Room 99, you must take the Crystal and go through the door to Room A0. When you reach Room B3, fire at the last enemy until it is encased in a bubble. Don't pop the bubble. Instead, press the Start Button to pause the game and then press the Select Button. If you have at least one character in reserve, the second character will appear in the lower-right corner. Press Start to resume the game and pop the bubble. In adding the second character at the last moment, you will receive a "Happy Ending." This procedure can be used any time in the game and is especially useful if you have already begun play and a friend decides to join in.



Start up the second character on the last screen and this story will have a Happy Ending.

www.retrogaming.com

ADVENTURE ISLAND

From Agent #909

Preview of Coming Attractions

The enemies at the end of each level on Adventure Island have a common weak point in the fact that their heads are exposed. To defeat each of these enemies, you should fire at the head until it disappears. Our agents, vacationing on Adventure Island, have found that if the enemy has been defeated in this manner and if the game is paused at that moment, the head of the next enemy will appear on the body of the defeated enemy. This way, you will have a glance at the enemy to come.



When the leader is defeated, pause the game for a look at the next leader.

SUPER HERO BROS. 2

From Agent #615

Twice the Power

If you like to make use of the ground-shaking Power Blocks, we have discovered a way to make two Power Blocks out of just one. Find a Magic Potion and drop it next to the nearest Power Block. Then, in Sub-Con, pick up the Power Block and wait for the Sub-Con time to run out. When you get out of Sub-Con, you'll be holding one Power Block, and another one will be in the original place!



Two Power Blocks!

This has got to be the most imaginative Video Shorts yet! There's adventure galore as we attempt to uncover treasures and fend off some fierce creatures. More adventure lies on a mysterious island where we'll meet a hero who's able to grow into a giant. Then, it's on to another planet to help fight off strange monsters with a kid who can change into a monster himself. For a bright change of pace, there is a quest that will challenge your skills of logic and deduction. Two Power Pad games make their bow as well as a "looney" game based on the most famous Oscar-winning rabbit of all time. We've got two games involving martial arts action and the sports paks this time around include international competition in baseball and dodgeball. Right now, lace up your tennies and get set for...



SUPER DODGE BALL™

from CSG Imagesoft



Dodge Ball is known by almost as many names and variations as there are schoolyards. There are three modes of play here with three skill levels in each mode. In Bean Ball, there are no rules! It's sandlot survival with every man for himself, but it's a great place to practice ducking, catching, jumping, and throwing. In Versus Play, you can sharpen your skills against a friend in some regulation dodge ball. In this mode, three men per team must play within a designated court, one for each team. When a man is hit by the ball a number of times, he is out of the game. Watch the opponents outside the court, too. Then, play against the computer in international World Cup Play.

Bean Ball



Versus Play



World Cup Play





BUGS BUNNY'S CRAZY CASTLE™

from Kemco-Seika



Use the green pipes for quick escapes.



That wascally wabbit is coming home to your NES in the ooziest quest yet. Bugs is out to rescue his beloved Honey Bunny. On hand to try to stop him are some of your other all-time favorites including Daffy Duck, Sylvester the Cat, Wyle E. Coyote, and Yosemite Sam. Guide Bugs through secret passages, up treacherous stairways, and through long and winding pipes. Help him grab the boxing glove and send it flying at one of his cartoon cronies. Push crates and other assorted heavy objects off ledges and onto Bugs' pursuers. The game starts out nice and easy, but you'll need quick reflexes and fast thinking to get through all 60 rooms of the castle. If Bugs gets caught and uses up all his lives, there is a password feature that's as good as twenty-four "carrot" gold. The superb graphics help to capture all the authentic, wacky flavor of the great Warner cartoons. Fun stuff, Doc.

© 1989 Warner Bros. Inc.

BASEBALL STARS™

from SNK

It's often called "America's favorite pastime." In this case, it may be the world's favorite pastime as eight different countries vie for the title of Championship Baseball Team of the World! Play against the

computer or a fellow team manager. Choose from this international league including an awesome women's team that's skilled enough to take on all challengers. Each team has its own stats and allows you to put in a relief pitcher or change fielders. You can throw some great curves and knucklers, but be careful. A wild pitch could tag the batter and put him on base where he can steal. As batter, you can control the strength and angle of your swing in order to bunt or put it away. It has statistical consistency reminiscent of *Bases Loaded*, and offers great play control and playing speed, smooth scrolling action, and graphics that really cook. Pass the hot dog... say what? ... sushi!



Keep a close eye on the ball. It may curve at the last minute.



TM & © 1989 SNK



FIST OF THE NORTH STAR™ from Taxan



Ken's people have fallen to the tyranny of several evil Gento masters who are known collectively as the Emperor Heaven. Ken must use his renowned Bear Fist, shooting power, and brilliant command of Gento Karate skills to defeat these brutal anomalies and restore peace to his homeland. A Life Meter indicates Ken's energy level as well as that of his enemies. There are hallowed items which will bestow powers on Ken and increase his strength, but each stage has a time limit and Ken must complete each one before his time runs out. However,



Don't get caught in Book's "Kazan Prison Clenching Clews."



Obtaining Yulia's gold necklace will enable Ken to seemingly become two.

There is a handy continue feature that helps on Stages One through Four.

TM & © Bronson
Tetsuo Nara/Shoheichi Taji TV, 1987 Toei Animation



KUNG FU HEROES™

More than a million adventurers in Japan have already undertaken this two-player, simultaneous play martial arts mission. High atop a remote mountainside sat a "Grand High Llama," suspended for countless years in deep meditation. Jacky and Lee, best friends who were raised in seclusion like brothers, learned the ancient secrets and skills of Kung Fu from the Llama, including the deadly "Miracle Kick." Now, Princess Min-Min has been captured by a band of sinister Kung Fu experts and monsters, and



from Culture Brain

imprisoned in a bizarre and mysterious fortress. Jacky and Lee must overcome the relentless enemies in the 30 unique rooms in order to rescue the princess. The more adventurous may wish to guide Jacky on this perilous journey solo. Along the way, there are treasures, weapons, and powers to be discovered and secret passages and warp zones to be uncovered. Be especially wary of Dragon, Uni-Gon, and our personal favorites, the Bison Commandos.

TM Culture Brain USA, Inc.



Grab the key and a secret passage will appear.



Obtaining a P-ball will make you invincible and turn your enemies blue.

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STREET COP™

from Bandai

"This is the city, my city. Too many desperate criminals are at large and it is my job to bring them to justice. My name is Ben. I carry a badge. However, I need a partner. Are you brave enough to hop on the Power Pad and match my every step as I police this urban jungle?" Your steps are Ben's steps. You walk, he walks. You turn, he turns. Jump, and he does, too. Move Ben through several sections of the city, chasing wanted felons. Once you apprehend them, step on the correct spot to subdue them with Ben's nightstick. But remember, a good cop will take care of his partner, so keep an eye on Ben's energy meter and patrol with caution. Criminals are notorious for popping out of hiding places and causing Ben serious harm. There are several criminals in each section of the city and you



Don't be fooled by criminals hiding behind the trash can.



Flush him out into the open and give him the business.

and Ben must arrest them all before your time runs out.



TM & © 1987 Bandai America, Inc.



ATHLETIC WORLD™

from Bandai



Each event will allow you to match yourself against the pace turtle.

All right, stre-e-etch those muscles. Point your toes. Let's really work those calves. C'mon, feel those hamstrings. Everyone ready? Good. The courses ahead are rigorous and demanding, and we want everyone in shape. There are five different types of courses to choose from with three levels of difficulty on each course. Select from Training, Beginner, and Expert to give you just the right amount of challenge appropriate for your skill level. Start slow and work up to the more advanced levels. Try the Hurdles first. It is a fairly simple course and will allow you to get used to the controls on the Power Pad. The Dark Tunnel will test your endurance, but again, don't overdo. Prove your agility and coordination on the Hop a Log stage. But bring a towel. One slip and you'll be in over your head. For the adventurous, take to the Animal Trail, but stay clear of the wild boars that juggernaut down the trail. And for real excitement, go Rafting down a treacherous, unforgiving river.



Agility and timing keep you from being "boarded" on the "Animal Trail"



Watch for low overhangs on the river and try not to lose your head.

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AMAGON™

from American Sammy

Amagon has been chosen to go on a dangerous mission because of his unique ability to transform into his alter ego, the giant Megagon. With a machine gun as his only weapon, Amagon's adventure begins on an uncharted monster-infested island. He must conquer it and reach the rescue ship which awaits on the other side. The screen scrolls right and timing is essential, as is knowing when to become Megagon. Game play is similar to Hudson's Adventure Island, but be wary. There be Hippo Demons here! So why is Amagon going on this mission? Because it's there. Because he's a Marine.

Copyright © 1992 American Sammy, Inc.



Getting the crown-mark will add 10,000 points to your score.



Becoming Megagon will better equip you to deal with Lion Men.



MONSTER PARTY™

from Bandai

There is a lengthy lead-in to this party that sets up the bizarre plot in this innocent tale of a boy and his monster-friend. Bert, a monster/dragon has recruited Mark (armed only with his trusty baseball bat) and flown the youngster back to Bert's distant planet (where the two of them can merge) to defeat the terrible monsters that have taken over. Throughout his mission, if Mark is able to obtain the secret item, he will be able to transform into Bert. Each stage has its own individual game play style (scrolling, puzzles, conflicts, stage bosses) and password code, and firmly holds a player's interest. But something is amiss and Mark will have to complete his mission to discover what it is. The fairly lengthy ending with a surprise twist is a nice pay-off for completing the game.



Grab the Power capsule and Mark will change into Bert.



TM Toys'n'Art and © 1992 Bandai America, Inc.



ADVENTURE OF LOLO™

from HAL



And now for something completely different. Yes, there is a bad guy causing havoc in a beautiful country. Yes there is a princess to be saved. Yes there is a brave young hero. But the twist here is that our hero, Lolo, isn't very strong. He isn't very agile. And he's not much of a fighter. However, Lolo possesses a very high I.Q. and lots of courage, both of which he'll need to negotiate the endless series of puzzle rooms in order to save Princess Lala. Certain items in some rooms will give Lolo limited powers and abilities, and used correctly they will be enough. A nifty password/continue feature allows you to advance or Stage Select. Though this is a one player game in terms of action, the whole family can really take up this mental challenge as a team effort. Lolo is a lulu.



Shoot an egg at an enemy and Lolo will be able to move him.



Certain Heart Framers will allow Lolo to create a bridge.

TM Hal America, Inc.

HYDLIDE™

from FCI

Here is an adventure that less experienced role players may find interesting. Though short on actual action, players will be able to practice monitoring their status meters and trying to maintain their character in top adventuring condition. There are lots of magic items and spells to obtain as you guide young knight Jim through Fairyland, dispatching monsters such as slimes, giant eels, wizards, sand worms, and a great dragon. The information area of the screen will display your attack/defend mode, character status, and magic use. A password feature lets you continue your quest. The story line is so bizarre, it's beyond what even we are used to.



Monitor your energy, strength, experience, magic level/type, and combat status.



There are many treasures and magical items to discover along the way.



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PLAYER'S POLL CONTEST

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PLAYER'S POLL

Using the postcard below, answer the following questions and your name will be entered in our Player's Poll Contest!

A. Of the game reviews listed below, which two did you enjoy the most?

- | | |
|--------------------------------|------------------------|
| 1 Teenage Mutant Ninja Turtles | 5 Ninja Gaiden |
| 2 Bayou Billy | 6 F-16 |
| 3 Cobra Triangle | 7 Uncle Fester's Quest |
| 4 Life Force | 8 Clash at Demonhead |
| | 9 Dragon Warrior |

B. How satisfied are you with Nintendo Power magazine?

1. Very satisfied 2. Somewhat satisfied 3. Not satisfied

C. Do you plan to renew your subscription to Nintendo Power magazine?

1. Yes 2. No

D. How old are you? (Please indicate age group)

- | | | |
|------------|------------|----------------|
| 1. under 6 | 3. 12 - 14 | 5. 18 - 24 |
| 2. 6 - 11 | 4. 15 - 17 | 6. 25 or older |

E. 1. Male

2. Female

Please use the list of game titles (1-112) on the next page to answer the following questions.

F. What two games would you most like to see reviewed in a future issue of Nintendo Power?

G. What three games are you planning to purchase next?

H. Please indicate, in order of preference, your five favorite games.

Answers to the Player's Poll

Name _____ Title _____

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Please indicate your answer in the appropriate box that corresponds to the survey above

A. a. _____ b. _____

B. 1. Very satisfied _____ 2. Somewhat satisfied _____ 3. Not satisfied _____

C. Yes _____ No _____

D. 1. under 6 _____ 2. 6-11 _____ 3. 12-14 _____ 4. 15-17 _____
5. 18-24 _____ 6. 25+ _____

E. 1. Male _____ 2. Female _____

F. Indicate Numbers 1-112 (list on next page) a. _____ b. _____

G. Indicate Numbers 1-112 (list on next page) a. _____ b. _____ c. _____

H. Indicate Numbers 1-112 (list on next page) a. _____ b. _____ c. _____
d. _____ e. _____

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For back issues of **Nintendo Power** use this order form.

If you missed these classic Nintendo issues, don't miss out! Your price as a subscriber is just \$3.50 plus \$1.00 postage and handling. See page 106 for more details.

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JAN / FEB PLAYER'S POLL CONTEST WINNERS

Grand Prize Winner

Bud Herrick Freeburg NY

Second Place Winners

Brian Betty Southam MA
 Marc Christian Dan Allen MS
 Robert J. Fazio San Diego CA
 Jim Jones New York NY
 Matthew Jones Ramothgen CA
 Sean Mikrod La Grange Park IL
 Steve Strydom Moscow KS
 Tim Stults No. Lodge CA
 Tom Wilton Wenner Park FL
 Philip Wortham Sand Springs OK

Third Place Winners

Travis Allen Alexandria CA
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 Tony Briner Overheltstown PA
 Justin Borelli San Marcos CA
 Kevin Bruden Portland OR

Jason Churkies
 Carl Clark Spring Lake MI
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 William Quinn West Carrollton OH
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MAY/JUNE ISSUE PLAYER'S POLL GAME LIST

1 10Yard Fight	33 Dr. Jekyll & Mr. Hyde	63 Metal Gear	95 T & C Surf Design
2 1642	34 Fast Break	64 Metal Gear II	97 Tomo Bowl
3 1643	35 Foxenadu	65 Metroid	98 Teenage Mutant Ninja Turtles
4 720'	36 Fester's Quest	66 Mickey Mousecapade	99 Terminator
5 8 Eyes	37 Fat of the North Star	67 Mike Tyson's Punch-Out!	100 The Goonies II
6 Adventures of Dino Rik	38 Friday the 13th	68 Milton's Secret Castle	101 The Legend of Kage
7 Adventure of Lolo	39 Ghosts 'N Goblins	69 Monster Party	102 The Legend of Zelda
8 Airwolf	40 Godzilla	70 Muppet Adventure	103 Three Stooges
9 Al Unser Jr's Turbo Racing	41 Gun Smoke	71 NFL Football	104 Tiger-Hall
10 All Pro Basketball	42 Hoops	72 Ninja Gaiden	105 Top Gun
11 Amegon	43 Hudson's Adventure Island	73 One-on-One	106 Track & Field II
12 Athletic World	44 Hydrix	74 Pro Wrestling	107 Ultimate
13 Back to the Future	45 Ice Hockey	75 Rad Race	108 USA Bowling
14 Bad Dudes	46 Ken Warriors	76 Rampage	109 Wheel of Fortune
15 Baseball Stars	47 Indiana Jones & the Temple of Doom	77 Renegade	110 Wizards & Warriors
16 Bases Loaded	48 Infiltrator	78 Robocop	111 Xenophobe
17 Bayou Billy	49 Jack Nicklaus' Great 18 Holes of Major Championship Golf	79 Rigger	112 Zelda II-The Adventure of Link
18 Bionic Commando	50 Jackie	80 R.C. Pro-Am	
19 Black Bees USA	51 John Elway's Quarterback	81 Sesame Street ABC	
20 Blades of Steel	52 Karnov	82 Secret Service	
21 Blaster Master	53 Kid Icarus	83 Simon's Quest	
22 Bugs Bunny's Crazy Castle	54 Kid Niki	84 Snoopy	
23 Castlewana	55 Knight Rider	85 Spy Hunter	
24 Clash at Demonhead	56 Kung Fu	86 Spy vs Spy	
25 Cobra Command	57 Kurig Fu Heroes	87 Stealth Eagle	
26 Cobra Triangle	58 Legendary Wings	88 Street Cop	
27 Contra	59 Life Force	89 Super Dodge Ball	
28 Donkey Kong Classics	60 Marble Madness	90 Super Mario Bros.	
29 Double Dare	61 Mega Man	91 Super Mario Bros. 2	
30 Double Dragon	62 Mega Man II	92 Super Mario Bros. 3	
31 Double Dribble		93 Super Pitfall	
32 Dragon Warrior		94 Super Spy Hunter	
		95 Superman	

MORE TO COME!

Official Rules (No Purchase Necessary)

- To enter, just fill out the Player's Poll response card. Or, print your name and address on a plain 3X5 piece of paper and mail to:

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One entry per person please. All entries must be postmarked no later than June 15, 1989. No responsibility is assumed for lost, stolen, or misdirected mail.

- Winners will be selected in a random drawing from among all eligible entries received, on or about June 30, 1989. Winners will be notified by mail. By acceptance of their prize, winners consent to the use of their names, photographs, or other likenesses for purpose of advertising or promotion on behalf of "Nintendo Power" magazine and Nintendo of America Inc. without further compensation. Limit one prize per household. Chances of winning are determined by the total number of entries received. No substitution of prizes is permitted. All prizes will be awarded. A list of winners will be available after July 15, 1989 by sending a self addressed, stamped envelope to the address listed above.
- Contest not open to employees of Nintendo of America Inc., their affiliates, agencies or their immediate families.
- This contest is void where prohibited by law, and is subject to all federal, state, and local laws and regulations.

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THE
WORLD
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A WHOLE NEW WORLD

Wouldn't it be great if you could go into an awesome looking store that was virtually an entire world of Nintendo. Imagine being in a world where you could eat, drink, sleep, and wear Nintendo.

Well, you won't have to leave it to your imagination anymore! Before long, Power Players across the land will be able to shop for Nintendo Entertainment Systems (NES), the NES Advantage and the NES Max, Nintendo and licensee Game Paks, Nintendo approved accessories, as well as a variety of exciting products all in one place. You'll find these items in the WORLD OF NINTENDO, which refers to store departments specifically devoted to Nintendo and approved products.

WORLD OF NINTENDO boutiques will be popping up all over the country and will be easily recognized because of their impressive black and red, high-tech look. You'll find products that feature many Nintendo logos (including Nintendo Power) and include T-shirts, sweat-shirts and other clothing, mugs, key chains, kites, suspenders, Game Pak carrying cases, sheets,



pajamas, underwear, sleeping bags, backpacks, stickers, caps, lunch boxes, stuffed toys, beach towels, posters, and much, much more. All of the items in the WORLD OF NINTENDO will be Nintendo approved and carry either the Official Nintendo Seal of Quality or be licensed by Nintendo of America Inc. to assure consumers that they are getting the real thing.

Many of the WORLD OF NINTENDO "stores" will feature displays which will let you preview games before you buy. This will be a big help in making those critical game decisions.





MOVIES

BATMAN



TM

TM & © 1994 DC Comics Inc



The Dark Knight lives!

"Villains are a superstitious, cowardly lot. I'll be an avenger of the night. But, I need a symbol..." Bruce Wayne, millionaire playboy, stated these words one fateful night while contemplating his decision to fight crime. At that

moment, a bat from nearby caves flew in the window and the rest... is legend.

Batman made his first appearance in Detective Comics 50 years ago this May. Today, his popularity is as hot as ever. Sales of the Batman titles have increased significantly in recent years and "Batman," a big-budget major motion picture, is scheduled for release in June. And we mean BIG budget.

However, this is not the Batman that many may be used to from the campy television series of the '60s and subsequent reruns. This is a serious Batman who is serious about fighting crime. Dead serious. More closely following the original theme of the Batman in the early days, the film boasts the talents of Michael Keaton as Batman, Kim Basinger as Vicki Vale,™ and Oscar winner, Jack Nicholson, as a truly maniacal Joker.™ Also

reminiscent of the early years, the character of Robin, will not be present. Fans can expect, however, some hot stunt work and jazzy special effects.

Nineteen eighty-nine may well be the year of the Batman. Issue 600 of Detective Comics is scheduled to hit the stands soon, the movie is expected to be a summer blockbuster hit, and Power Players can look for a Batman video game by Sunsoft tentatively scheduled for release around October.



Jack Nicholson as the diabolical Joker.™

WHAT'S NEW!

DUKE TOGO, SECRET AGENT: GOLGO 13

Big news at Vic Tokai! At press time, Vic Tokai was negotiating with a U.S. publisher to produce a regular monthly comic book based on the adventures of Duke Togo, alias Golgo 13. If all goes well, Vic Tokai (who also produced "Clash at Demonhead") is hoping for a June release date for the comic book. Duke Togo is the title character in the adventure Game Pak by Vic Tokai, "Golgo 13."

A part-time secret agent, Golgo 13 is by trade a professional assassin for hire. Though relatively new to American, Power Players may be surprised to learn that

Duke Togo is the creation of Takao Saito, Japan premiere "gekigaka" or graphic novelist, and over the last 17 years, more than 70 million issues of Saito's 60 volume graphic novel series have been sold. You may find a few in bookstores that have been translated for American readers.



This cover is from the original series in Japan.





Celebrity Profiles

Holly Robinson

Her name is Holly Robinson, but you may know her as Judy Hoffa. She is the 24-year-old beauty who plays the only female cop in the hit series "21 Jump Street". While Holly holds her own on the set with an otherwise all-male starring cast, she also holds her own when playing Nintendo. In fact, she is a Nintendo "fanatic!"

Holly started playing Nintendo two years ago, when she first began working on the show. When she moved to Vancouver, Canada, (where "21 Jump Street" is filmed) she wanted to get her 12-year-old brother, Tommy, to come visit, so she bought him a Nintendo Entertainment System. It quickly became one of her favorite pastimes.

"Gumshoe is my all-time favorite game," says Holly enthusiastically, "but it's so hard! I haven't been able to save Jennifer—I don't even know what she looks like!" Often, Holly will get so absorbed in the game that she pauses it right before she goes to sleep at night, and then gets up in time to play before a day of filming. Believe it or not, her work day often starts as early as 5:30 a.m.

In addition to Holly's busy filming schedule and time spent playing Nintendo games, she is also recording her first album for Atlantic records. The album was due out this April, and if you listen

Star of 21 Jump Street Keeps Hopping With Nintendo



closely you might recognize her voice, because Holly also sings the title song for "21 Jump Street." In addition to several ballads by the young actress/singer, expect to hear a lot of good dance music. But when she's not in the studio working on an album, you might just hear her humming the tune to The Legend of Zelda.

Holly keeps hopping with a hit show, a new album, and Nintendo.



THE
ULTIMATE
VIDEO GAME

LOCKARM

With his stunning entry of Lockarm for the Invent the Ultimate Video Game Contest, Jeffrey Scott Campbell of Aurora, Colorado blew our socks off and took a well deserved first place at the finals in Washington, D.C.

Jeffrey Scott Campbell unlocks his imagination

Peace reigns in the futura world of Candilla—a peace maintained by the awesome power of the Lockarm sword. An heirloom of the royal house, the sword is hidden from all but the family. That is until Erik and Derick, twin sons of King Ronan IV and his wife, grow up and the secret of the Lockarm sword is revealed to Zorndolf, a mysterious wizard. Suddenly, the sky darkens, aliens appear from a fifth dimensional universe, and Derick is magically hurled across the breadth of Candilla. There, thieves steal the power rings of the Lockarm sword, dramatically reducing its power. It is up to Derick to cross the trackless wastes, the android inhabited cities, the ghoulish lands between, and to restore the Lockarm sword to its pedestal and save the world!



Imagine, 12 Stages of Adventure!



In his proposal, Scott specified characters, stages of the game, controller actions, and, of course, the exciting story. Although there are no plans to make Lockarm into an actual video game for the NES, Scott's great imagination and superb artwork rank with the best efforts of professional designers. And who knows, at 15 years old, Scott may become just that!

www.promag.com

VIDEO SPOTLIGHT POWER PLAYERS

The spotlight's on you! We think you'll agree that these players possess video prowess!

I consider myself a Power Player. I just solved *Zelda II-The Adventure of Link* in a week and a day. This is just one of my many accomplishments. I've solved *Super Mario Bros.*, *Jackal*, *Legend of Zelda*, *Jaws*, *Renegade*, *Legend of Kage*, *Ikari Warriors*, and *Goonies II*. I have also beaten *Mike Tyson in Mike Tyson's Punch-Out!* and finished *Metrod* and *Kid Icarus* six times. I've also reached the end of *Rush 'N Attack* and *Castlevania*. *Zelda II-The Adventure of Link* is my favorite game. It was very challenging and fun. It was my ambition to solve it in record time, and I did it! Later I solved it in an hour and 40 minutes without continuing. I plan on getting *Super Mario Bros. 2* and *Castlevania II-Simon's Quest* soon. I've always been good at video games.

My best tip for *Zelda II* is to get the hammer in *Spectacle Rock*. Meet *Bagu*, a villager in the woods north of the river, to get a note to cross the river near *Saria*. Keep on fighting to get the hammer. It opens up all new roads.

Jeremy Albert
Tarpon Springs, FL



I received my Nintendo last Christmas and ever since then, I've been tackling every game I can get my hands on! Of these games, I have conquered many, and this is why I consider myself a Power Player.

I have conquered *The Legend of Zelda*, *Metrod*, *Contra*, *Commando*, *Ghosts 'N Goblins*, *Ikari Warriors*, *Top Gun*, and many more.

I have never played a dull or boring Nintendo game. I am planning on purchasing *Ice Hockey* soon.

I would also like to compliment you on your *Game Play Counselors*. They are always very nice to me and you can ask them questions on anything and any game. Once I asked them what future Nintendo games are coming out, and they told me every single one!



Anthony W. Aymond
Opelousas, LA

I am writing to tell you of an incredible Nintendo player. His name is *Brian Decker*, age 13, and he is my son. He currently owns 23 Nintendo games purchased with his own hard-earned money. I am sure that he has unusual talents in conquering Nintendo games because he receives three or four calls per day from friends of all ages for advice. Among the callers is an anesthesiologist who tracked Brian down through the school district.

Last spring we visited our local toy store in Palo Alto. There were a few adult Nintendo aficionados, including the store manager, attempting to make headway with *Mike Tyson in Mike Tyson's Punch-Out!*, but failing miserably. Brian announced that he had conquered *Tyson*. They said, "Sure, kid." Brian stepped up to the NES and took control. In a few minutes, Brian had knocked out *Tyson*. Needless to say, Brian felt great about that, especially in front of an audience. Among other games, Brian conquered *Zanac* last summer. The local kids tell me he is the only one they know of who has done this. He is currently working on *Athens* and *3-D WorldRunner*. Brian's favorite games are *The Legend of Zelda*, *Zanac*, and *Golgo 13*.

Some of Brian's other interests are building paper airplane models, playing with our IBM PCXT, watch-



Calling all Power Players

Would you like to see your name up in lights? Send us a letter and pictures recounting your own video achievements (or a friend's).

We'll profile several Power Players in each issue.

www.nintendo.com



ing video movies, ice skating, skiing, and bowling. Brian would like to design Nintendo games when he is older.

In conclusion, I would like to congratulate Nintendo for creating a constructive pastime for kids!

Ron Decker
Portola Valley, CA



When you asked for Power Players, my uncle and I got together with the rest of the family and friends to set up our NES Defeating Force Club. We now have a total of 14 members. We have many cartridges and are

getting more all the time. For almost two months we competed for our First Annual Power Player. We chose my uncle (an all around good guy), Ronald E. Munar. He has to be the best player in Pasadena. I have not seen anyone beat him yet. I guess that's why we unanimously nominated him for president of our club.

All of us put together can't beat him. Outsiders can't beat him. He's always the life of the party. He causes a lot of excitement, especially when he plays Super Mario Bros. When he has a large audience, he plays his "exhibition game" the long way, with no warping. Every one gets quite a thrill! Ronald was the first person we know to defeat Mike Tyson in Mike Tyson's Punch-Out!, the first to complete Rad Racer, the first to enter the Second Quest in The Legend of Zelda, the first to defeat Red Falcon in Contra, and the first to defeat Grumple Grommit in Bubble Bobble. He also has the fastest time in Spy Vs. Spy.



He's fit for the job of being our president. He sets up our meetings and gaming dates, the whole kit and caboodle. We usually have our meetings every other week if all is well. We are constantly working on projects such as doing chores, to earn money to increase our club's library of Game Paks. Ronald says his favorite game is The Legend of Zelda, because it challenges your reflexes and patience. Ronald is also a Cadet Commanding Officer in his high school ROTC unit.

Myra P. Rondilla
Pasadena, CA

Power Player Profile: Brian Michaels

Age: 13
City: Kingston, NY

Favorite game: I like Metal Gear because of the great variety of weapons and equipment that Solid Snake can obtain and use.

Outstanding Accomplishments: I have beaten Double Dragon, Super Mario Bros., Contra, Ice Hockey, Goonies II, Rygar, Kid Icarus, Zelda II-The Adventure of Link, and Metal Gear. I am also close to beating Mike Tyson's



Punch-Out!, Solomon's Key, Section Z, Castlevania, and The Legend of Kage. I am probably most proud of

myself for defeating Metal Gear and Double Dragon. Both were hard at first but with lots of practice, my skills improved.

Other interests: I enjoy reading and playing Chess. I'm a First Class Scout, and every Thursday I attend my Boy Scout meeting. I enjoy sports such as volleyball, soccer, tennis, baseball, and some football. My favorite baseball team is the New York Mets.

Future NES Games: Bionic Commando and Super Mario Bros. 2.



NES ACHIEVERS

Here they are, the hottest scores around! If you'd like to share your best scores with the readers of Nintendo Power, send them in! You could be the next NES Achiever!

1942 Steve Eckstein ▶ Massillon, OH ▶ 999,950 Brian Hanks ▶ Kansas City, MO ▶ 999,950 Jim Hocksprung ▶ Milota, MN ▶ 999,950 Oan Planton ▶ Oayton, OH ▶ 999,950 Matt Rosach ▶ Waco, Rapids, WI ▶ 999,950	Diamond Robertson ▶ Walnut, CA ▶ 999,950
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Have you been bragging about your great scores lately? Why not send them in and see how they stack-up against the best players www.Coast to Coast?

Send your Screen Photos to:
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 NES ACHIEVERS
 P.O. Box 97093
 Redmond, WA 98079-9733

Sorry, photos submitted to Nintendo Power cannot be returned.

PAK WATCH

A LOOK INTO THE FUTURE OF NES GAME PAKS

Time for a basketball update. Here's the latest with what's going down in the B-Ball world and we'll also give you a free shot at some of the graphics. All Pro is the only new Game Pak featuring traditional basketball, with the others you'll find some great individual-type court action. For instance...

HOOPS

This hot Game Pak is from Jaleco, who has proven their sports prowess with *Bases Loaded* and *Racket Attack*. Of the new games, it boasts the most characters with very distinctive abilities. Play feel is top notch and the board approach close-up even shows the individual characters in slo-mo. It will also be the first one to hit store shelves, sometime in June.



Jumping in on games down at the schoolyard is always the most fun.



ALL PRO BASKETBALL

This B-Ball offering from Vic Tokai, doesn't have as many options as some, but does offer regular basketball with all of the fast paced action of a real game and the coolest close-up during a slam-dunk.

MAGIC JOHNSON'S FAST BREAK

There's a mode which allows a player to take on the computer by himself and one which lets a pair of Power Players challenge the computer to some driving Two-On-Two.



ONE-ON-ONE

Milton Bradley produces this Game Pak bearing the names of both Michael Jordan and Larry Bird. It has several modes to choose from including pitting Jordan against Bird in one-on-one, a free-style slam dunk challenge, or a 3-point contest.



Gossip



SILENT SERVICE

This submarine warfare simulation was first introduced for PCs by Microprose. Ultra, the same company who brought you T.M.N.T. and Skate or Die, will offer this strategy game.

GODZILLA

We mentioned this one—new from Toho—last issue. We've now got this screen shot and the graphics look cool. Game play has Godzilla and the gigantic butterfly-like monster, Mothra, defending Earth from invading aliens and their local corresponding monsters.



www.retromags.com



THE THREE STOOGES



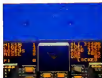
We got to play a bit of this one and we are happy to report that Activision has done its homework with this faithful version of a Three Stooges adventure based on several of their real reel episodes. Look for authentic sounding Stooges' voices (Nyuk! Nyuk!) and some board shots that are nothing short of extraordinary by late summer.



STEALTH ATF

This is the closest thing to a real flight simulator that we've seen for the NES. Flight control is great. Our favorite is doing loops, but we got a little queasy on the barrel rolls, even though they are a good way to escape enemy aircraft.

Coming soon from Activision.



BACK TO THE FUTURE



This one from LJN is based on the hit movie from a few summers back. It has that distinctive LJN style and an interesting "timer" which is a fading picture of Marty's siblings. Check out this screen shot.

DOUBLE DARE



Gametek is continuing their string of Game Paks based on TV game shows with Double Dare. The best part of

these video "physical challenges" is that clean-up is a snap.



INFILTRATOR

Mindscape proved they can make a terrific mission game with Indiana Jones and the Temple of Doom. Following that success, they are coming out with Infiltrator which offers a one-man mission to sneak into an enemy stronghold and uncover, discover, and recover secret items. There is also a flight mission mode reminiscent of Top Gun.

720°

The people at Mindscape certainly seem to be busy these days. Besides Infiltrator, they're bringing you an NES version of the arcade hit, 720°. Look for some pretty nifty features sure to burn your brain's synapses. They're places where you can buy knowledge and other goodies as you go. But watch the heat "skate to the" music with the bad attitude. Control is really good, but the camp will take practice.

GOSSIP

SECRET ORDER EGGSPLODE & TRICK SHOOTING

Nintendo has a few games in the works for use with its newer accessory controllers. Short Order/Eggsplode is a Two-Games-in-One Pak which will be played using the Power Pad. Trick Shooting will utilize the Zapper Light Gun. We're hoping for an '89 release. www.mindscape.com



RESCUE RANGERS & DUCK TALES

We mentioned some Disney oriented titles by Capcom last time. Well, we can now tell you that



Rescue Rangers is based on a Chip and Dale cartoon series premiering in the fall. And check out Scrooge McDuck in this screen shot from the Game Pak, Duck Tales. Well done, Capcom! www.mindscape.com up.

POWER TO THE PEOPLE

GET READY FOR HIGH TECH HIP!



THE POWER GLOVE

Here's a little more info on this new dimension in video game play control. You wear Mattel's Power Glove as you would a regular glove and feel like you're actually driving a race car or clench your fist and box your video opponent. The Power Glove also utilizes control buttons on the wrist. So far the series of Game Paks especially designed for use with the Power Glove include manipulator, Maze Ball and Glove Pilot. Still scheduled for early '90—more details to come.



GAME BOY

Have you ever secretly dreamed that you could put your NES in your pocket so that you could play it wherever you go? (So have we.) Well, our dreams are about to come true as Nintendo will soon be introducing Game Boy. It is a portable game system that is about the size of a Walkman and uses interchangeable Game Paks. Titles already announced are Super Mario Land, Alleyway, and

U-FORCE

Another soon-to-be-released controller which allows new dimensions in game play involvement is U-Force by Broderbund. U-Force is a controller which senses the movements of your body and hands and allows you to control the on-screen action with your movements. For the beginning Power Player, there are accessories like the grips and T-ber which act like "training wheels" holding your hands in place to help perfect game play. U-Force is compatible with most Nintendo Game Paks. Be on the look-out for games that will take special advantage of the U-Force controller. The suggested price is \$69.95 and you can look for a national release toward the end of summer.



Baseball. There is an incredible network feature that allows you to hook two Game Boys together. You'll get on all new type of two player competition as you each view the action on your own screen. Game Boy will also feature built-in game play controls and personalization options. www.broderbund.com STEREO SOUND! Scheduled for late summer. Hot. Very hot.



The Gossip Gremlins have been out in force and have come up with oodles of good gossip this time around, so let's get right to it.

Hot Tickets

ADVENTURES OF DINO RIKI

From those wizards at Hudson, Word has it that this is a covenent epic similar to Adventure Island.

8 EYES

The title sounds ominous. Cool. We hear it plays like Castlevania II. Cool again.

Sequel City

SUPER MARIO BROS. 3

Mario will be able to fly, using a racoon tail as a propeller. Trust us. We'll tell you everything as soon as we can. Keep reading Nintendo Power for the latest.

SUPER SPY HUNTER

The people at Sunsoft are hard at work on this long-awaited sequel.

Jr. Power Players

SNOOPY

Good Grief! We wondered when someone would make a game about the world's most famous beagle and Salta is on top of it.

SESAME STREET ABC

Still planned for '89 release by Hi-Tech Expressions, who did such a great job with Sesame Street 123.

MUPPET ADVENTURE

The Muppets and the NES. Now that's what we call a "Rainbow Connection." Also coming from Hi-Tech.

Sports Section

AL UNSER JR.'S TURBO RACING

It's endorsed by one of racing's greatest and most winning dynasties. We are impressed. From Data East.

JACK NICKLAUS' GREATEST

18 HOLES OF MAJOR CHAMPIONSHIP GOLF

After we told you the name, there was only room to say, "It's from Konami."



Off the Wall

USA BOWLING

From Coconuts, a new licensee. We figure no pastime is "spared" from being turned into an NES version. Strikes, splits—maybe even league play—will be included.

BLACK BASS USA

We can't figure out how one makes a video game about fishing. Can you? Better yet, why does one make a video game about fishing? For the fun? We're angling for more info from Hot B.

NES PLANNER

MAY

Adventures of Bayou Billy
 Cobra Triangle
 Teenage Mutant Ninja Turtles
 John Elway's Quarterback
 Hydlife
 Defender of the Crown
 The Legacy of the Wizard

JUNE

JULY

Adventure of Tom Sawyer
 Airwolf
 Baseball Stars
 Desert Commander
 Faxmadi
 Flying Goggles
 Mega Man II
 Mortar Party
 Metaneg's Ambition
 Street Cop
 Strider
 Super Dodge Ball
 Hoops
 3rd Dudez
 Dragon Warrior
 Ninja Taro

GAAMES
 SLATED
 FOR THE
 FUTURE

Bugs Bunny's Crazy Castle
 Guardia Vie
 Shooting Range
 Adventures of Dino Riki
 8 Eyes
 Truck Shooting
 Short Order/Capeklope
 Duck Tales
 Rescue Rangers
 720°
 Infiltrator
 Double Dare
 Back to the Future
 Stealth ATF
 The Three Stooges
 Godtrile
 All Pro Basketball
 Magic Johnson's Fast Break
 One-On-One
 Sleaz Service
 Super Mario Bros. 3
 Super Spy Hunter
 Snoopy
 Sesame Street ABC
 Muppet Adventure
 Al Unser, Jr.'s Turbo Racing
 Jack Nicklaus' Greatest 18 Holes
 of Major Championship Golf
 USA Bowling
 Black Bass USA
 To the Earth
 World Class Truck Meet

Hey! Look what's coming soon to stores near you. Also get an insider's look of future releases.



NINTENDO POWER™

COMING UP NEXT IN THE JULY/ AUGUST ISSUE OF NINTENDO POWER!

MEGA MAN II

Happy Birthday to Nintendo Power! We celebrate our first year anniversary with a blow-out Mega Man II knockout cover and mega-review.

DRAGON WARRIOR

You'll follow in the footsteps of your ancestor, Eridick the warrior-sege in our adventurous review of Dragon Warrior, the game that is already a legend in Japan.

STRIDER

Join the most intensely trained high-tech espionage commando unit in the galaxy with our riveting review of Stridar.

FAXANADU

The elves are having a bad day, but our hot review of Faxanadu is just the ticket you'll need to bring peace to the Elf Kingdom.

PLUS: More with previews of Robocop, Who Framed Roger Rabbit?, Duck Tales, and Ironsword, our regular basket of goodies, and some anniversary surprises!

PLUS!
FREE SUPER
MARIO BROS. 2
TIP BOOK
36 POWERFUL
PAGES!

To our readers:

Busy, busy, busy. There is so much happening right now in the video game industry, it's dizzying. Since the Consumer Electronics Show in January, we've seen some interesting innovations, some spectacular inventions, and lots and lots of games, all in various degrees of development. Right now, we are just inundated with information and are busy trying to organize it all. But don't worry. We are passing it all along to you as quickly as we can. Nowhere else but in Nintendo Power, can you find all this inside info in one place.

Speaking of Nintendo Power, next issue we celebrate our first anniversary. Where has the time gone? It's been a great year with Nintendo Power, hasn't it? Together, we've reviewed some state-of-the-art games and equipment, learned a lot about the video game business, and met some pretty interesting characters like Nester and Captain Nintendo. I think more than anything else that we've learned this year is that just when you're beginning to think there couldn't possibly be anything more, or bigger, or greater, something happens and you find there are whole new worlds to conquer and new challenges to present themselves. Truly, we are limited only by our imaginations in the video game business. Come to think of it, that is the only real limit in life. See you next time.

P.S. Don't forget to renew your subscription to Nintendo Power!

See you in July!


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Nov/Dec ISSUE



Also in this issue: Wrestlingmania • Sesame Street 1,2,3 • Marble Madness • Operation Wolf • Metal Gear

Jan/Feb ISSUE



Also in this issue: Hudson's Adventure Island • Strider • Cobra Triangle • Bayou Billy+plus foldout Strider poster and The Complete NES Game Directory

Mar/Apr ISSUE

Zelda Tips & Tactics

Success Story: Here's just what you need to conquer the evil and mysterious Gannon. You'll discover shortcuts. Find out how to get information. And discover clever ways to conquer enemies and save the Princess! To receive this booklet for \$4.95, just fill out the order form on page B9. 102 pages



BOOKS

Super Mario Tips

How to Win at Super Mario Bros. Strategy Guide: Here's just what you need to find your way through the exciting worlds and levels of Super Mario Bros. Find out how to get past Bowser. Get extra lives. Warp into new worlds. Discover hidden surprises with tips that work like magic. To receive this booklet for \$4.95, just fill out order form on page B9. 112 pages

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